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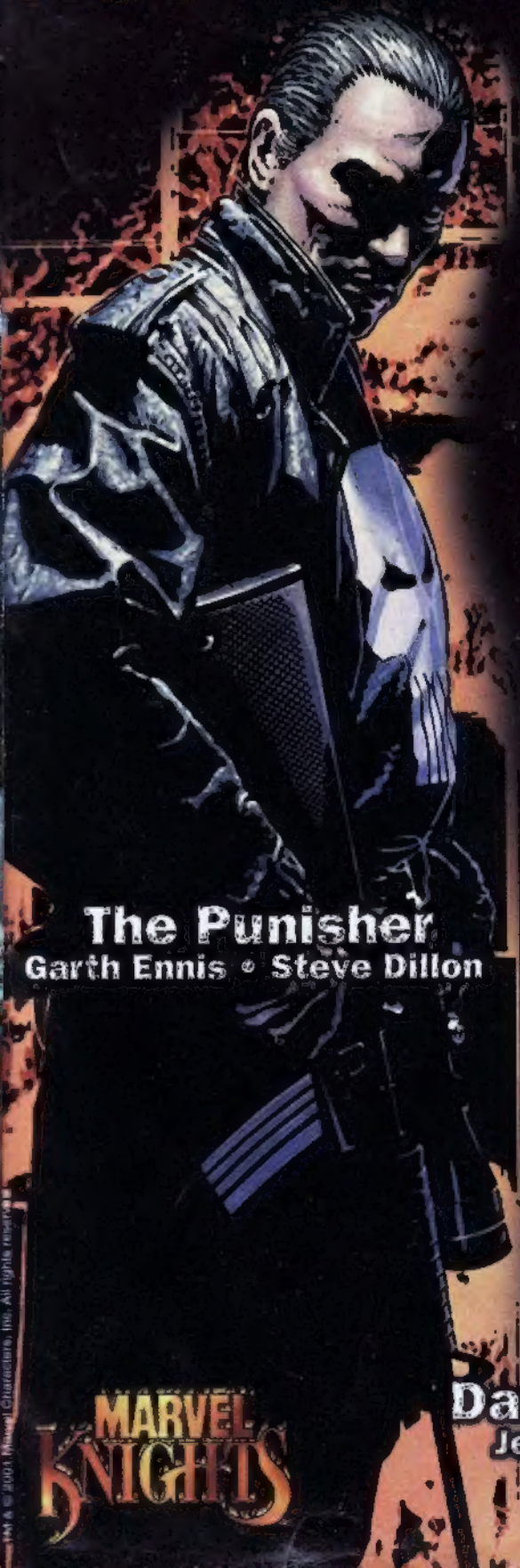

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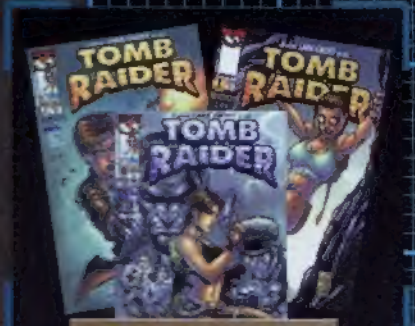

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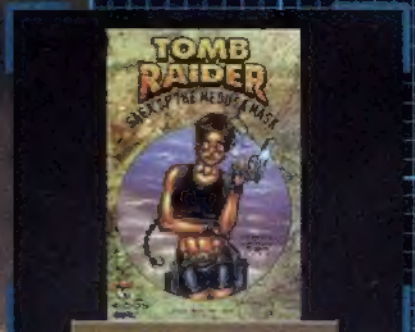

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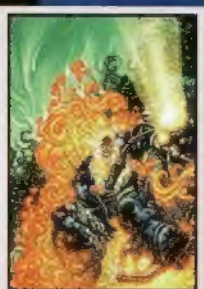

The **Wolverine** cover (left) was expertly rendered by Frank Quitely and colored by Liquid! Graphics. For a glimpse at the new look of Wolvie and the rest of the X-Men, claw your way to **page 58**. The dynamic **Ghost Rider** cover was drawn by Trent Kaniuga and Danny Miki, and colored by Dan Kemp. For an exclusive sneak preview of the first seven pages of the new ongoing series, motor on over to **page 34**.

Covers and first page Spider-Man (Jeff Watts) ©2001 Columbia Pictures. Daily Bugle Zade Rosenthal ©2001 Columbia Pictures.

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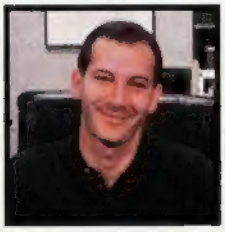
FROM THE TOP

'SPIDER-MAN' MANIA



The onslaught of "Spider-Man" movie coverage begins, RIGHT HERE, RIGHT NOW with THIS ISH!

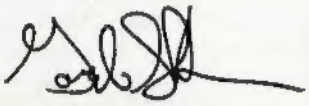
With our exclusive visit to the film's *Daily Bugle* set (page 42), we begin a 12-month countdown to the May 2002 release of "Spider-Man," and this is just the beginning.

Much as we did with our award-winning "X-Men" coverage, WIZARD's leading the charge in covering every nook and cranny of one of the most anticipated film events of 2002. In upcoming months, we'll have: More set visits! Q&As with stars Tobey Maguire, Kirsten Dunst, Willem Dafoe and director Sam Raimi! Giant photo displays! "Spider-Man" covers!

Plus, this ish is still chock full o' the regular comic book goodness! First up, we've got an eight-page preview of the new *Ghost Rider* title from Marvel Comics. Pop a wheelie and head over to page 34. On page 58, we've got a huge X-Men redesign feature, spotlighting all the changes coming up in *X-Men* and *Uncanny X-Men*. Besides that, we take a closer look at a ton of new movie properties being developed at Chaos! Comics on page 54.

So stick around—we've got an enormous web of coverage of "Spider-Man" coming up for ya. Get it? "Web." "Spider-Man." Ha, ha, ha, ha! Man, I'm clever!

Sincerely,



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MAGIC WORDS

DEATH OF SPIDER-MAN... TIME WARNER OWNS YOU... AND DRESS LIKE A FREAK!

The fallout from WIZARD #112's all-comic-creator "Magic Words" continues. Just take a look at what Tom O'Rourke has to say about *Savage Dragon* writer/artist Erik Larsen...

Dear WIZARD,

I have some thoughts regarding Erik Larsen's WIZARD #112 letter, where he stated he was against killing off characters in long-standing comics. I couldn't disagree more.

I've been reading comics for 24 years, so I think I've seen it all. I think that deaths in comics are not only acceptable, but necessary to show development. Most of my favorite superhero storylines—"The Dark Phoenix Saga," "The Elektra Saga," *Batman: The Dark Knight Returns*—involve death or major character change.

And I really don't understand the gripe with Mysterio's death in Kevin Smith's *Daredevil* run. Is Mysterio really THAT important a character that the Marvel Universe couldn't afford to lose him in the interest of a (my opinion here) fantastic storyline? How long do we need to read storylines that are Stan Lee/Jack Kirby rehash? How long will Spider-Man be a perpetual 20-year-old?

I don't see the deaths of superhero characters to be "removing toys from the sandbox." How are these characters supposed to remain vital if they never age, never change, and never die?

Tom O'Rourke
tomobass@aol.com

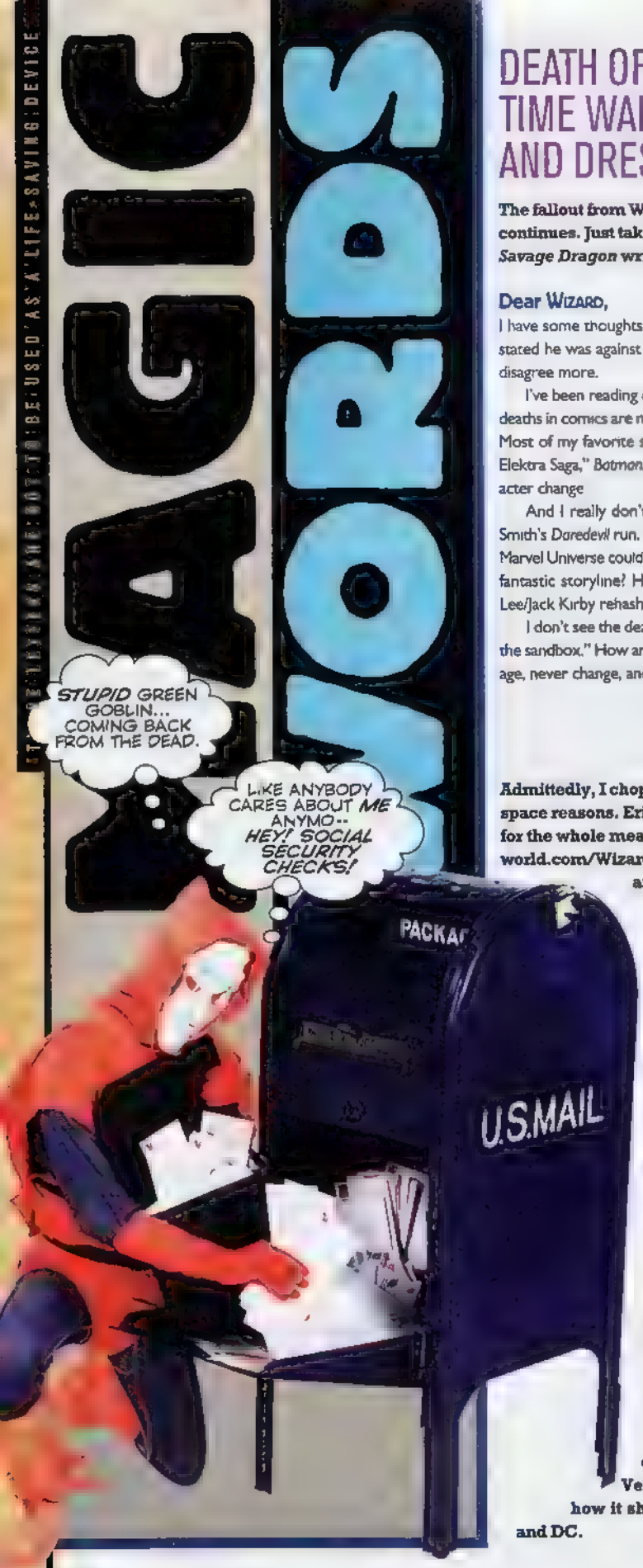
Admittedly, I chopped this letter down by about, oh, 75% or so for space reasons. Erik Larsen's response is similarly trimmed. But for the whole meal deal, you can check out http://news.wizardworld.com/Wizard/Larsen.asp at the WizardWorld.com Website and read the whole thing. Go ape-crazy.

In the meantime, Erik, you have the floor:

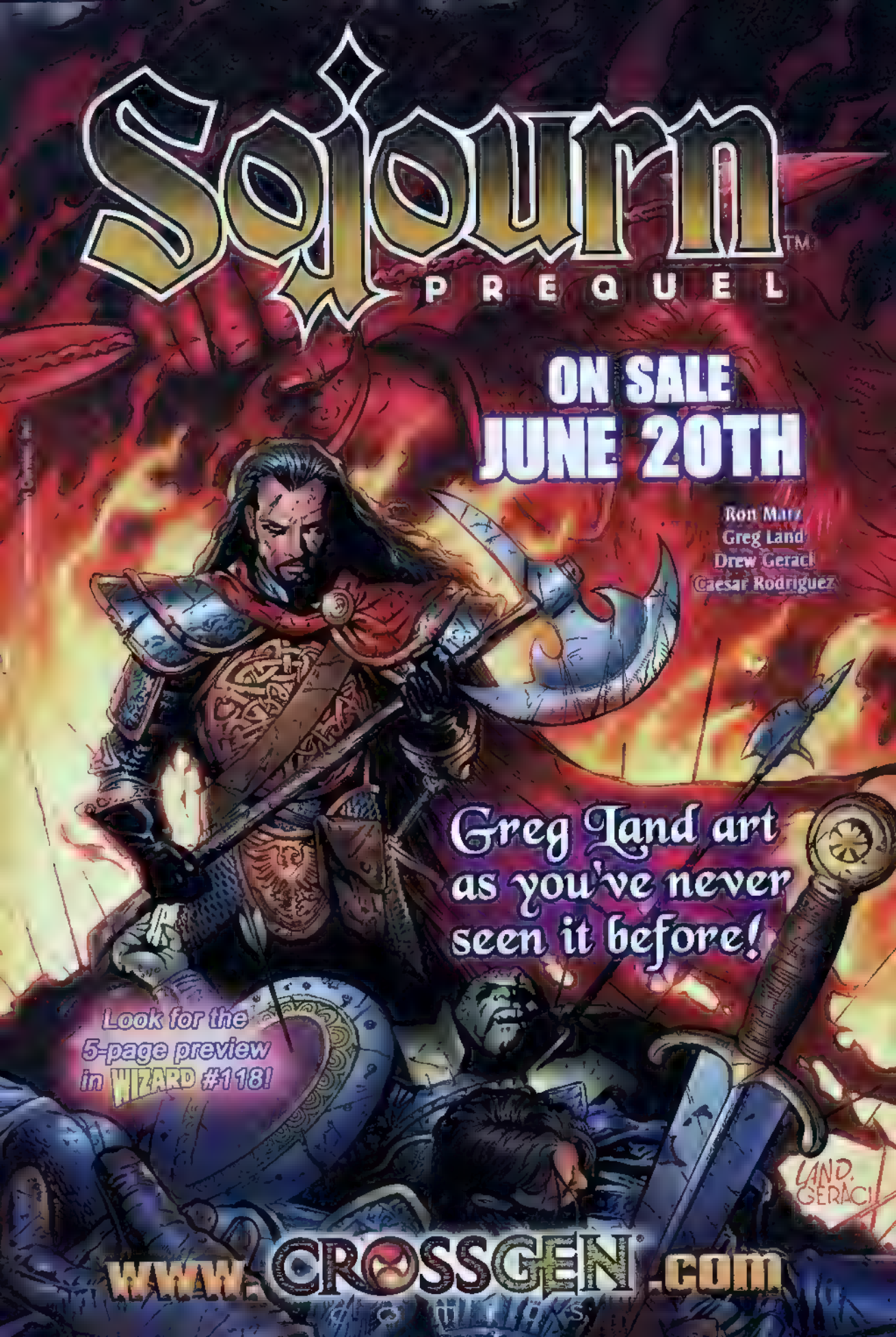
"I could write the most touching 'Death of Spider-Man' you'd ever read—you'd be crying your eyes out and I'd get a stack of awards for my brilliant yarn. But you know what? It would be completely insane to tell that story.

"Yes, frankly, a character that's lasted for 35 years isn't worth killing for the sake of a single story. Mysterio certainly is that important. He's a great visual with a unique power and one of the best villains from Spidey's rogues gallery. Why deprive countless generations of this terrific character? I'm not trying to take anything away from the story or the writer here—but think about these things.

"The biggest problem here is that you've been reading stories about guys fighting crime in their underwear well past the time you should have stopped. The industry as a whole is shooting itself in the foot in an effort to hang on to every 38-year-old who lives with their parents and has computer access. Once you caught on that Archie will never marry either Betty or Veronica, you moved on—and that's EXACTLY how it should be with superhero comics from Marvel and DC.



Hobgoblin and Bunny: Paul Schirck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BUNNY AWARD

LETTER OF THE MONTH

Jim takes his favorite letter and spotlights it here. There's no logic attached to this, nor is there a prize.

Dear Jim,

I'd like to thank everyone at WIZARD for their helpful articles. I wrote this haiku in appreciation:

Stuck to every page
Humor and wit run rampant
WIZARD more addictive than crack

So there's eight syllables in the last line. Who cares? Damn formulaic artistic impressions...

Grant Parrinello
Granada Hills, CA

Awww, don't sweat blowing the five-seven-five syllable pattern of a haiku. I'm just happy we're actually compared favorably to crack. For a change.

occasions that he had all the powers of every creature living in the sea." In *Fantastic Four* vol. 1 #5, he absorbed an electrical shock and "shot it back at Dr. Doom, using the powers of the electric eel." In *Strange Tales* #107, Namor expanded his body like a puffer fish.

But from the 1970s onward, Marvel seemed to drop Namor's "other" powers. What happened to these powers? And will anyone use them again?

Anthony DiChiara
Plainview, NY

Because WIZARD is committed to giving you 100% of your daily allowance of Erik Larsen in every issue, here's Erik again, who is co-writing *Defenders*, starring that sensational Sub-Mariner guy.

"Stan Lee and Jack Kirby were flying by the seat of their pants in those early Marvels," Larsen says. "Characters would get powers for one issue only sometimes. It was a mess. We're pretty much sticking with what seem to be Namor's actual established powers, rather than those tossed into a panel or two in an early adventure because Stan and Jack couldn't keep track of what everybody's powers were."

So no, Namor will probably not be shooting ink outta his ass like an octopus. Damn.

Dear Jim,

Okay, I just put down the first issue of *Ultimate X-Men*. My opinion: It sucked.

Come on! It's nowhere near the true origin of the X-Men! *Ultimate Spider-Man* is pretty good 'cause it's the same Spidey origin, just updated. Peter Parker has a normal-looking haircut and that kinda thing. But *Ultimate X-Men* is way off.

They have different uniforms? That's fine, it's updated. But they have Wolverine working for Magneto? And Jean Grey with multiple earrings in each ear? Uh...no, that's not Jean Grey. I don't have the original issue where Colossus joined the team, but I'm quite sure he was a farmer, *not* an arms dealer with the Russian mob.

The art is great, but the changing of the origin bothers me. And I'm sure I'm not the only one.

Jonathan Connett
tibcronic@aol.com

Just 'cause Spidey followed the same origin doesn't mean that things are the same in the X-neighborhood. "What [*Ultimate Spider-Man* writer] Brian Michael Bendis and I were asked to do on 'Ultimate' was to reinvent the concepts for a whole new generation," says *Ultimate X-Men* writer Mark Millar. "The old stories are there for people who want them, but this is the time for crazy new material."

And Millar makes a good point about simply following in the footsteps of what has gone before. "Do you really want to see us restricted to the original five characters for the next decade and wait until 2015 before Wolverine gets an appearance?" he asks.

Didn't think so.

"Really! The only way these characters can stay vital is if they never age, change or die! You don't make characters more vital by killing them! Aging and death of superheroes may sound dandy, but had they been doing this all along, most of the characters you know and love would be old or dead. Spider-Man would be 54 years old and chasing a 65-year-old Dr. Octopus. You would be deprived of all the enduring icons as they were initially conceived. I know, I know—you're talking about starting the process now. But how fair is that to the NEXT generation of readers?

"*The Dark Knight Returns* was an example you cited, and that's how to do this sort of thing—age the characters 20 years if you want, but do it out of continuity. Then characters killed therein are not being denied to successive generations of readers.

"I'm not saying there should never be death in comics, but that it really should be more thought through. Yes, there have been a few nifty deaths in comics, but far too many have been just tossed out there. Think before you kill, folks."

Dear Wondrous Wizard Folks,

In the early days of Marvel, Namor the Sub-Mariner stated on several

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"bookworm" and trip him in the hall?

"Everything you thought you knew about insert-character-name-here is wrong!" Please stop rewriting the origins and continuities of our characters. It's confusing!

Robert Macy
Monticello, IN

Boy, sounds like you'd hate *Ultimate X-Men*.

Dear Mr. McLauchlin,

I want to have a tattoo of the Question put on my right arm. I was wondering if there are any copyright or trademark concerns I should worry about?

James Lawson
Anniston, AL

Yes. DC Comics, a division of AOL Time Warner, will own your arm and garnish 10% of your wages for the rest of your life. Worse, Steve Ditko, who created the character, will come to your house and lecture you about the absolute nature of good and evil.

I recommend something that'll prove less trouble. Like maybe Mickey Mouse.

Dear Jim,

I'm an aspiring comic artist/writer seeking information. I have some questions.

1) My work has a manga/anime influence. Do editors of books such as *Avengers* take this type of work seriously? I know it works for Joe Madureira, but I've been given the impression that many think manga style is too cartoony.

2) How do pencilers make text boxes and word balloons?

3) Could you send me a script for a short, self-contained story to practice drawing?

4) What are some courses that artists took in college?

José M. Bermudez
Summerfield, FL

I have answers.

1) Tom Brevoort, who edits books such as *Avengers*, says, "I approach anybody's samples or style based on what's there. Some people do a manga style well, and

Dear Magic Words,

After reading your "2001 Preview" issue (WIZARD #113), I have something to say to all the comic writers out there. So pay attention!

"We're going to take this character back to his roots." Ugh. How many times have we heard this? Every writer that takes on a new assignment uses this one. So stop already. What's gonna happen? Peter Parker is gonna find out he never passed Remedial Science 10 and re-enrolls in high school? And Flash Thompson is there to call him

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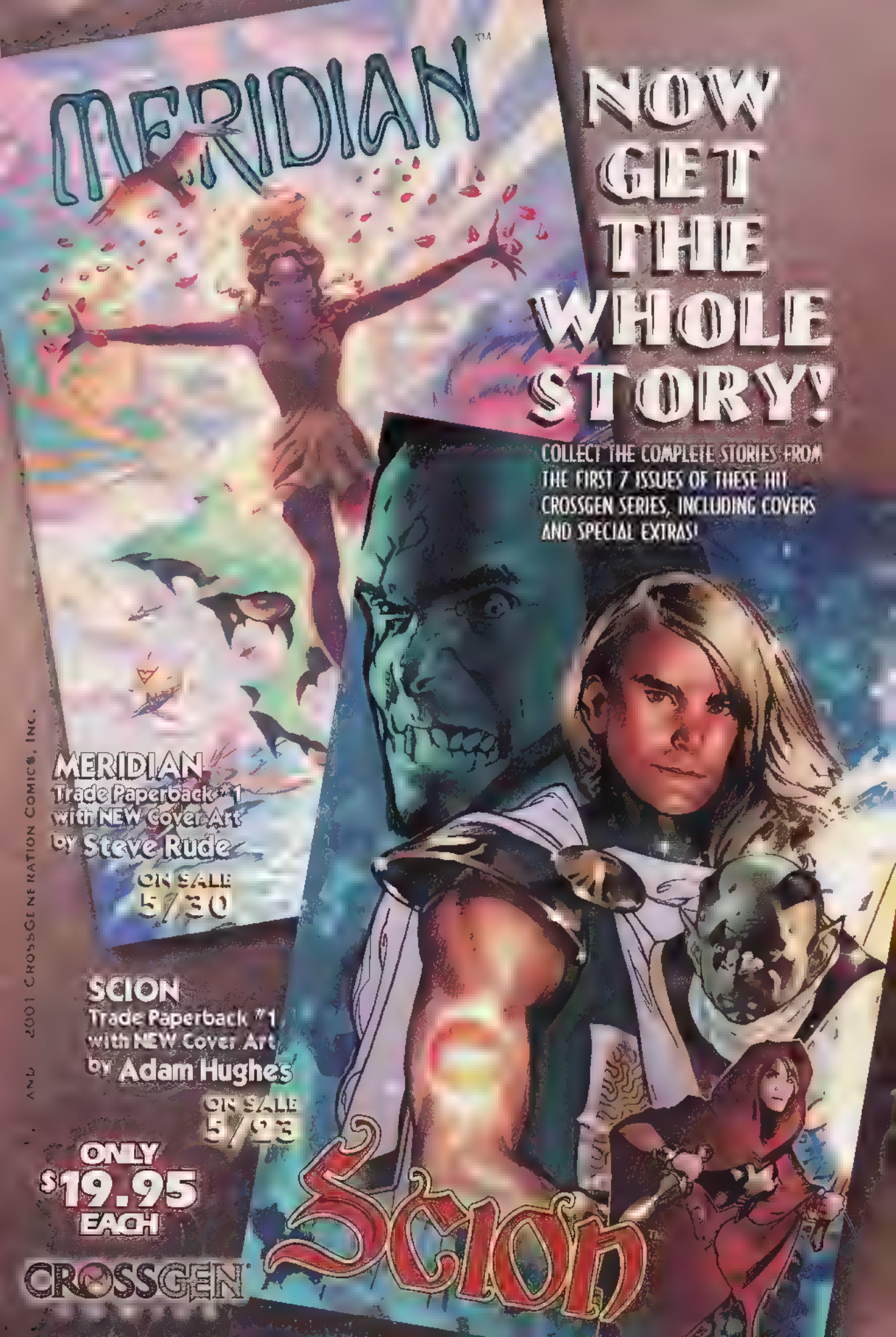
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QUICK HITS

THE READER STRIKES BACK

"Keith Richards isn't the lead guitarist for the Rolling Stones, he's the rhythm guitarist ['Four Play, WIZARD #114] Moreover, he'd make a better Fantastic Four leader than Reed Richards would, for sure."

—Zach Lawrence, Manhattan, KS

"*Starman* is one of the best comics being published, and I wish it could go on. The end of *Starman* for me is much like when *Sandman* ended–sad, but satisfying."

—David Escalante, d.escalante@mailexcite.com

"You left *Blade of the Immortal* out of your section on the most brutal comics ['Vote for Gore,' WIZARD #115]. Not only does it have bloody sword fights and ruthless villains, it is also a really cool book."

—Nathan Glynn, nateglynn@yahoo.com

"Yahoooooooooooooo! It is finally happening. The event of the new millennium! A team up between the two mightiest superteams in comics, the Avengers and JLA."

—Robert Franklin, Brisbane, Australia

"Praise to the almighty Joe Quesada for calling Todd McFarlane out ['Magic Words, WIZARD #115]. McFarlane should be drawing or writing comics, not buying baseballs."

—Toney Tapia, toney@jersey.net

"The definitive Spider-Man you asked about ['Magic Words,' WIZARD #115] can be found by reading one issue–*Amazing Fantasy* #15. This story defines Spidey."

—J. Maestas, jophis70@hotmail.com

"A tip of the hat goes out to Humberto Ramos for getting 24 great issues of *Crimson* out on a consistent basis."

—Adam A. Lopez, Washington, NC

"The Adam Kubert Wolverine cover on WIZARD #115 kicks ass. Where can I see it without all the logos and words?"

—Alan Washburn, North Saint Paul, MN

"Ultimate Wolverine vs. original Wolverine? The original is the best there is at what he does. 'Nuff said."

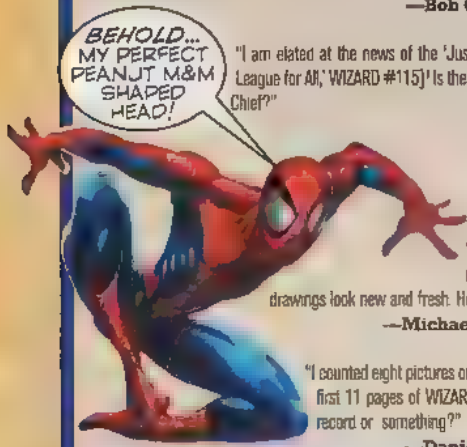
—Paul Dixon, Norcross, GA

"I love those Marvel mini-busts Randy Bowen and Bowen Designs are doing. Thank God there's good comic sculptures at an affordable price."

—Sarah Ranier, Ft. Collins, CO

"Where has Trent Kanigua been all these years ['Ghost Rider First Look, WIZARD #115]? His art looks spectacular!"

—Bob Ortiz, Davenport, IA



"I am elated at the news of the 'Justice League' cartoon [Justice League for All,' WIZARD #115]! Is there any chance we'll see Apache Chief?"

—Banjur Nehapolisimam, San Jose, CA

"Chriscross did one of the best 'Basic Trainings' in recent memory in WIZARD #115. All his drawings look new and fresh. He's an outstanding designer."

—Michael Kent, Spavinaw, OK

"I counted eight pictures or mentions of Spider-Man in the first 11 pages of WIZARD #115. You guys going for a record or something?"

—Daniel Johnson, Tyler, TX

some people don't. It's not a style I'm using all over the place, and *Avengers* would be a tough place for it since it's more a classically styled book. But that doesn't mean I'd rule it out."

In fact, Brevoort would rule at least one well-known manga-styled artist in. "Hey, if Adam Warren wants to do a job for me," Brevoort says, "all he has to do is call."

2) Most pencilers don't handle text boxes and word balloons. Editors place them, and letterers ultimately draw them in. *Bone* writer/artist Jeff Smith is an exception who does this kinda work himself. "I do it the same way the guys who do it for the guys who don't do it do it," he laughs. "It's just like you think—you use a ruler, a triangle, maybe a circle template." Smith actually uses techniques he learned in *The Official Marvel Comics Try-Out Book*, published back in 1982.

3) No. However, CrossGen Comics can, and you can even get it offa their Website at www.crossgen.com. Click on the "company" link. Then the "submissions guide" link. Scroll down and you'll see a sample script.

Dark Horse Comics will also ship you one if you ask 'em nice and send a self-addressed, stamped envelope to "submissions editor" at Dark Horse Comics, 10956 SE Main St., Milwaukie, OR 97222.

And you can get tons of practice scripts and other "homework" projects from the Joe Kubert's World of Cartooning study-at-home course. It'll cost ya, but you'll get actual critiques and advice from real, live-'n'-breathing instructors and comic artists. Call (877) 559-6753 toll free for full info.

4) As a matter of course, Heavy Drinking 1 and 2.

Aside from that, there is really no set comic "curriculum" unless you go to one of the few schools that specialize in comic art, such as the Kubert School or the Minneapolis College of Art and Design. Most artists will tell you that art courses (duh) are good, as is anything that teaches storytelling. After that, the sky's the limit. *Ultimate X-Men* artist Adam Kubert actually has a Bachelor of Arts degree in Medical Illustration from the prestigious Rochester Institute of Technology. If you ever need a perfect bloodless liver drawn, call Adam. And if you ever need reference for a perfect bloated liver, see me.

Dear Wizard,

Could you please tell me what artists Jay Anacleto and Travis Charest are doing now?

Daniel Castro
Pickering, Ontario, Canada

Well, *Aria* artist Jay Anacleto was yanking molars—he's a full-time dentist in the Philippines. But Avalon Studios' Brian Haberlin insists Anacleto is putting the drills away in favor of the pencil. "He and I are hard at work on a new book with the working title *Project: Manhunter*," Haberlin says. A preview issue is done, and could be out by August.

Meanwhile, former *Wildcats* artist Travis Charest has skipped the country and headed to France and publisher Humanoids Press. He's working on a hardcover sci-fi fan-

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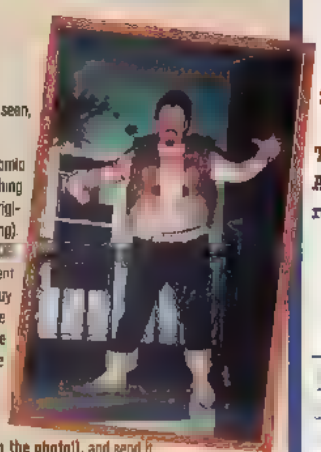
HALLOWEEN COSTUME CONTEST

Sure, Halloween is still a few months off, but WIZARD is officially kicking off its 10th annual Halloween Costume Contest right now and we want YOU to dress up like your favorite character to win funky cool prizes!!! Winners receive over $1,000 in comic-related merchandise including cool statues, PS2 & Nintendo video games, DVDs, rare action figures, signed comic books and more!

HERE'S DA DEAL

Create the most spectacular costume you've ever seen, but remember to follow these simple rules:

1) Dress up like anyone (or anything) you want—comic book character, video game character, something out of a book or movie, whatever (the more original your getup, the better your chances of winning).
2) The entire costume must be MADE BACK but you can add store-bought items to accent your outfit. For example, you can go out and buy a bow and arrow for your Green Arrow costume.
3) Have someone photograph you in your costume (Polaroids will NOT be accepted!), then write your name, age, full address, e-mail, phone number and name of the character you're dressed as on a small piece of paper. **attach it to the back of the photo (don't write on the photo!)**, and send it to the address below. All photos must be color prints, and we suggest taking multiple shots with multiple poses in case some pictures suck. And remember that magic five-letter word: "focus."
4) To be eligible to win, **WE MUST RECEIVE YOUR PHOTO BY AUGUST 1, 2001** so get sewin'



Send your entry to:
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Check out the latest issue of WIZARD or the www.wizardworld.com Website for more details.

tasy graphic novel called *Dreamshifters*. Look for it in 2002.

Hey, Jim!

I noticed that two recent months of "Magic Words" have been "themed." One was "Letters from Jail" and one was "All Comics Writers and Artists." This is a cruel obstacle for regular people like me who don't fit into your "special" categories. Therefore, I'm submitting a few new themes that you might try, all of which fit this letter perfectly:

1) Letters from Comic Book-Drawing Hacks
2) Letters from Hotties
3) Letters from Pathetic Attention Seekers

Tracy Held
shadesofgreen@comic.com

Okay, you're category number three.

Dear Mr. McLauchlin,

I am a huge Flash fan and have been looking for a silver necklace with his lightning-bolt logo. Unfortunately, I have not been able to find one. Has one ever even been made? And if so, where could I find one?

Jonathan Danielson
Scottsdale, AZ

Okay, you're also category number three.

Dear WIZARD,

I must tell you that next to watching horror or porn movies, reading your mag is the best! I've recently started my own comic book collection, and WIZARD has helped me learn what's out there.

One of my fantasies is to have my boyfriend dress up like Spider-Man and wrap me in his web of stickiness. Can you tell me where I can find a sexy Spider-Man costume?

Tracey Ramistella
Ridgefield Park, NJ

Sure—151 Wells Avenue, Congers, NY. Ask for "Jim."

That's about that for this installment of "Magic Words." And you're a better person for having read it. Until next month, I remain...

– Jim McLauchlin

[illegible] says it's no contest. Betty whips Veronica, Josie [illegible] Pussycats kick the Banana Splits' asses and it's [illegible] Great!

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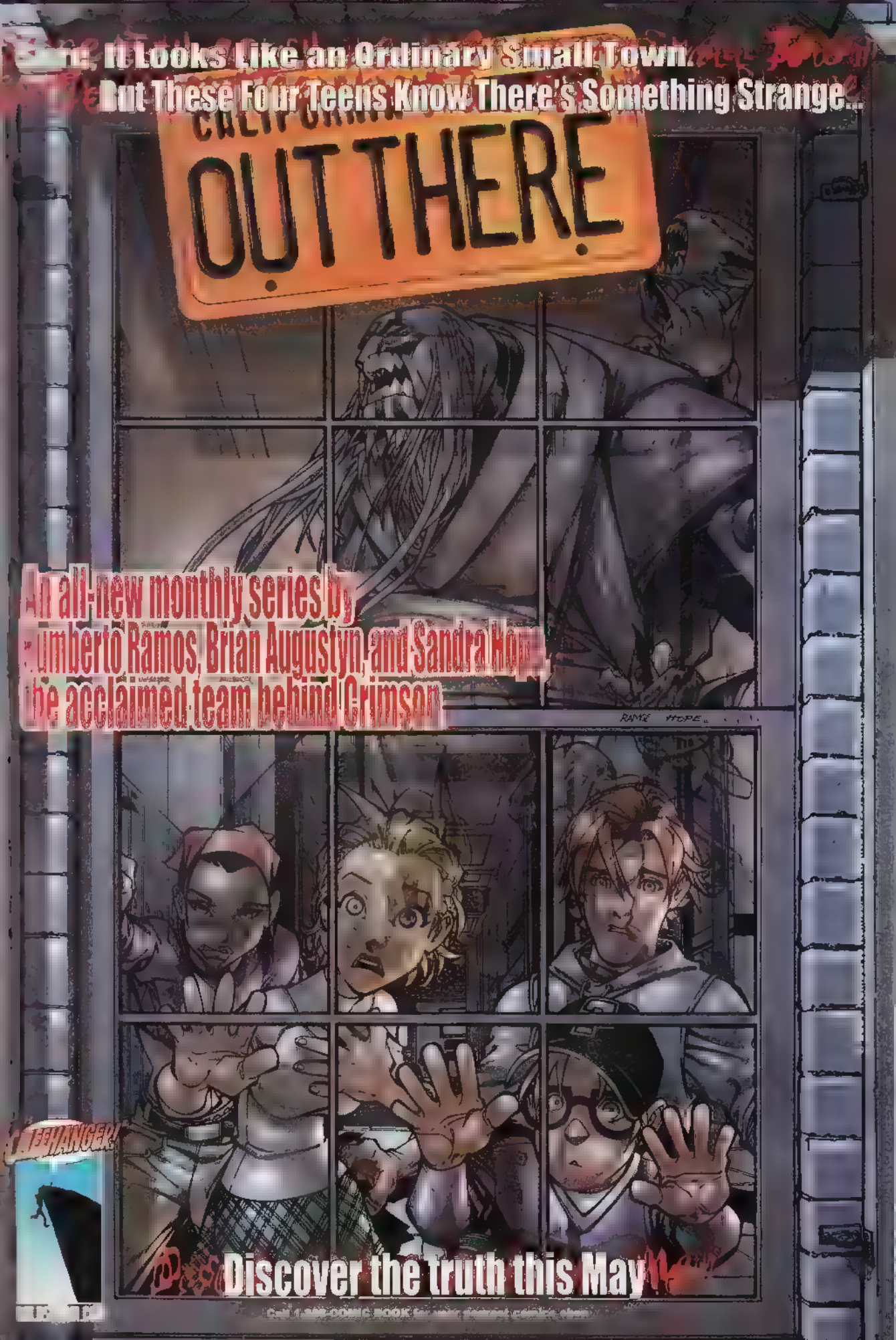
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Discover the truth this May!

ALL THE NEWS WE FELT LIKE PRINTING

TEN-HUT! G.I. JOE IS BACK

'80s icons come out of retirement for new mini-series

Old heroes never die—especially not the Real American kind.

Duke, Snake-Eyes and Scarlett dust off their foot lockers and answer the call to action this summer, when *G.I. Joe: A Real American Hero* returns to the comic realm it once ruled.

Image Comics will publish a four-issue, bimonthly *G.I. Joe* comic beginning in September, written by Josh Blaylock with art by Steve Kurth and John Larter and covers by J. Scott Campbell.

"We're bringing back the best of the old, but moving ahead with the future," said Blaylock, a small press scribe who managed to snag Hasbro's coveted G.I. Joe license. "As a huge fan myself, I feel we're giving the comic the respect it deserves.

"People want their G.I. Joe," he added. "They haven't been able to have it for 10 years."

One of the most beloved properties in comics—and pop culture— history, the phenomenon that was *G.I. Joe: A Real American Hero* began in 1982, powered by a multi-pronged marketing blitz that deployed cartoons, toys and—of course—comics.

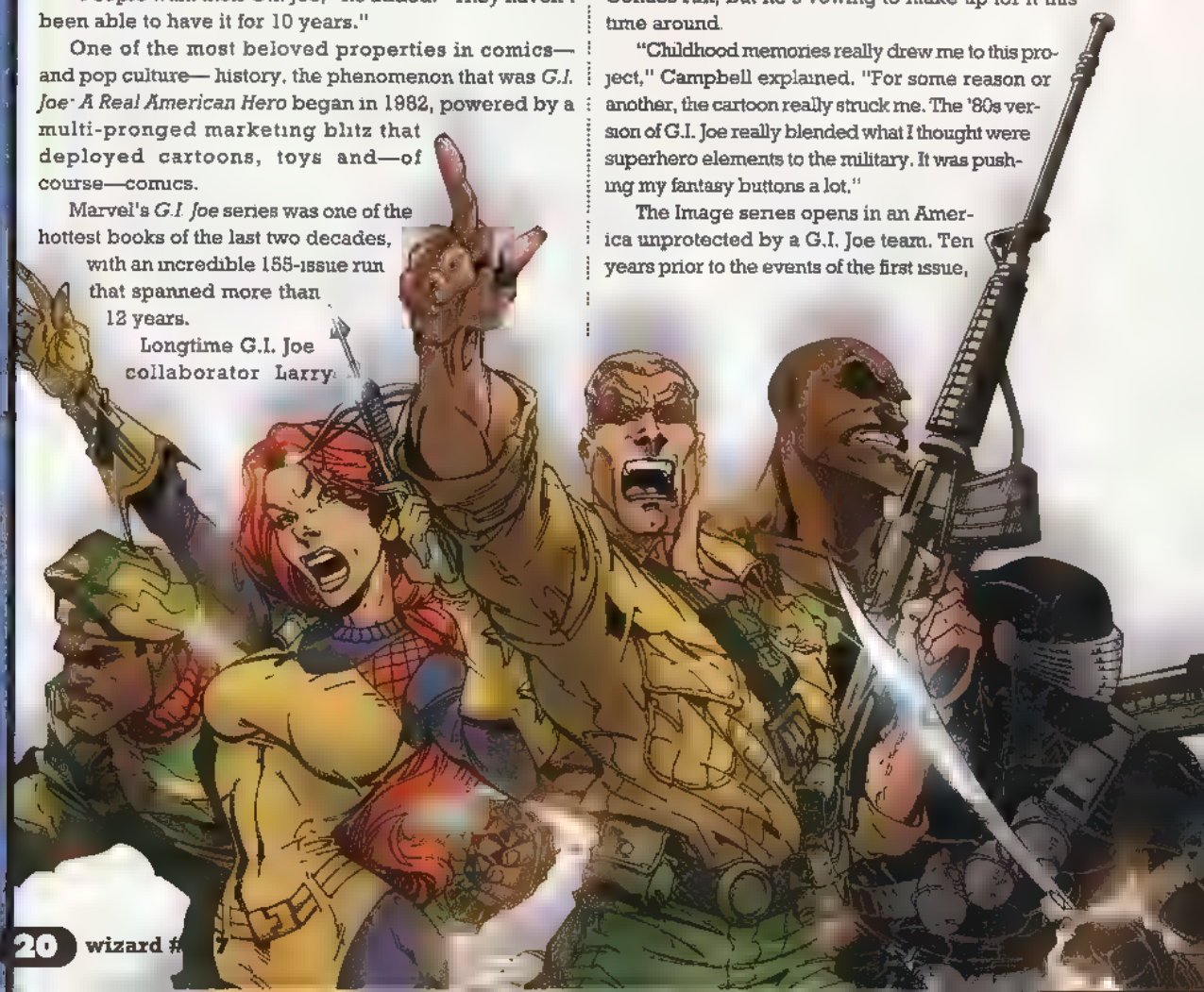
Marvel's *G.I. Joe* series was one of the hottest books of the last two decades, with an incredible 155-issue run that spanned more than 12 years.

Longtime G.I. Joe collaborator Larry Hama (*Batman*) wrote more than 95 percent of that run, which became the base of operations for some of the most recognizable names in comics. *G.I. Joe*'s roster of regular artists included Herb Trimpe (*Hulk*), Paul Ryan (*Avengers*), Lee Weeks (*Spider-Man*), Ron Garney (*Hulk*), Steve Lieber (*Whiteout*) and Todd McFarlane (*Spawn*), while creators like George Pérez (*CrossGen Chronicles*), Joe Madureira (*Battle Chasers*) and Andy Kubert (*Ultimate X-Men*) have provided pin-ups and/or covers; and its editorial team consisted of *Fantastic Four*'s Bobbie Chase, *Witchblade*'s David Wohl, former Marvel Editors-in-Chief Bob Harras and Tom DeFalco and even Batman guru Denny O'Neil.

Campbell, a self-described Joe fanatic who grew up in the heyday of the line, didn't get the chance to sketch Snake-Eyes and company during the initial Marvel Comics run, but he's vowing to make up for it this time around.

"Childhood memories really drew me to this project," Campbell explained. "For some reason or another, the cartoon really struck me. The '80s version of G.I. Joe really blended what I thought were superhero elements to the military. It was pushing my fantasy buttons a lot."

The Image series opens in an America unprotected by a G.I. Joe team. Ten years prior to the events of the first issue,



Blaylock said, a military order disbanded the squad. Not long after, weakened by G.I. Joe efforts, the once-powerful Cobra threat fell to a unified attack by standard military forces.

"Or so everybody thought," the writer hinted.

Military intelligence reports surface indicating surviving Cobra factions are amassing their forces overseas. The government's content to keep the Cobra cells under surveillance, but when dangerous U.S. technology is stolen and notorious fugitive Cobra Commander is spotted on domestic soil, the powers-that-be decide something must be done.

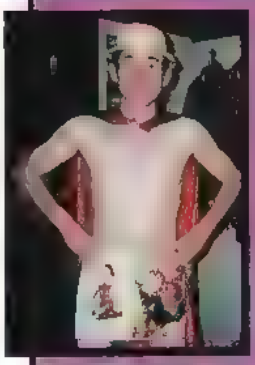
"Before public hysteria hits an all-time high, the G.I. Joe task force is reinstated," Blaylock said. "It's the job of Duke, Flint, Snake-Eyes, Scarlett and other Joe veterans to lead the newest of the military's elite, stopping Cobra before they start."

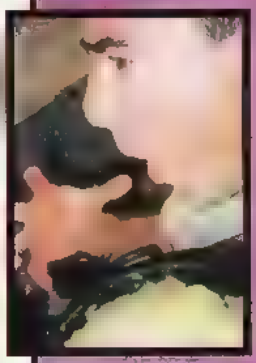
From there, the catch-up—as Blaylock calls it—begins. Fans discover the one-time renegade band of bikers known as the Dreadnoks has evolved into a national, organized gang, still led by the sociopathic Zartan. Readers also learn that Duke, who's been missing since the Joe team disbanded, has been working Black Ops for a covert government agency.

"If you're a child of the 80s, there will be all these cool little things that you'll notice," Blaylock said. "But if you're a new reader, you'll be able to pick this book up, too.

"We have all the old heavy hitters and a new Cobra threat," he concludes. "This is the G.I. Joe story you've been waiting for... the most kick-butt Joe book you've ever seen." ■ **BRIAN INGRAM & CHRISTOPHER LAWRENCE**

WRIST ACTION "Careful, Destro! Your hand will fall off if you keep that up!"





rollcall

NOT YOUR AVERAGE JOES

Everyone had their favorite G.I. Joe and Cobra characters but a few stood out more than others. Here's a rundown of Wizard's favorite characters who *have* to answer the call of "Yo, Joe," and "Cobra!"

SNAKE-EYES As the most highly trained Black Ops agent in Joe history, Snake Eyes would be a one-man covert operation unit perfect for rescues, assassinations and intelligence gathering missions.

SCARLETT It's tough to be a lady in the U.S. military, but Scarlett makes it look easy. She's a counter-intelligence agent who can go toe-to-toe with any man.

DUKE
The field leader and top strategist of the Joes, Duke has seen more action and won more medals than any man alive, but refuses to consider himself "officer material."

ROADBLOCK
Roadblock's large enough to intimidate an enemy just by showing up. If that doesn't work, he can back his bad-ass attitude up by firing an M-60 machine gun—with one hand!

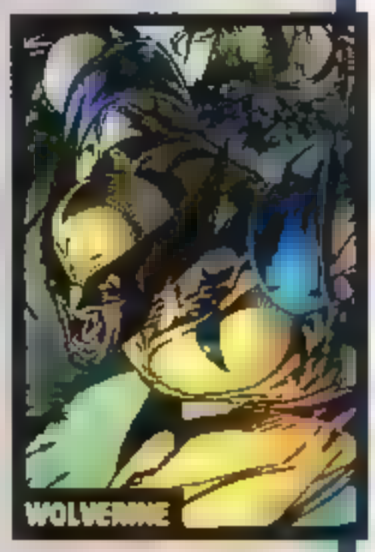
COBRA COMMANDER
Cobra Commander turned away from his materialistic upbringing to build a New World Order; terrorism, murder, sabotage and extortion are the catch phrases for his iron rule!

DESTRO
Munitions manufacturing has been in the Destro family for a dozen generations, but this Lord Destro creates the finest in cutting edge weapons of war designed to inflict maximum damage.

STORM SHADOW
Storm Shadow uses his ninja skills as a freelance assassin for Cobra, while at the same time hunting for Snake-Eyes—the man he believes killed his ninja master. ■ **MIKE COTTON & ANDY SERWIN**

THE BUZZBIN

BOW FLEX Writer Kevin Smith has flexed his creative muscles and brokered exclusive use of Green Arrow. "Right now, there's a yearlong moratorium on the use of the character in the DC Universe," Smith said. "I get him all to myself 'cause there's so much stuff to do to him. It's not just as simple as 'Okay, he's back.'" In other *GA* news, DC's decided to make the *Arrow* maxi-series into an ongoing. Smith said he will stay on as writer for the foreseeable future.



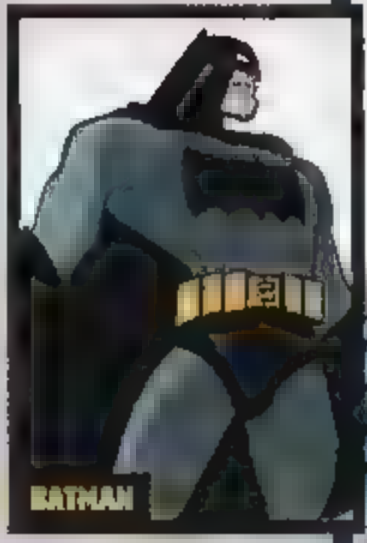
FOUR SCORE There's a chance, albeit a small one, that Paul Dini and Alex Ross will add a fourth DC "tabloid" book to their current slate of three. The pair are contemplating adding a *JLA* tale for November, 2002.

WEAPON X-POSED After 25 years of starts, stops and red herrings, Marvel may finally give Wolverine a *definitive* origin. Don't be surprised to see an "Origin of Wolverine" mini-series over the summer.

ARTIST TEAM-UP More creators are hopping on the *Ultimate Marvel Team-Up* bandwagon. The latest to get on board? David Mack, who will be doing Master of Kung-Fu, and Joseph Michael Linsner, who's contemplating putting the hammer down on Thor.

POISON COW The '80s are en vogue, and Top Cow may just milk the trend. Rikki Rockett, a member of the "hair band" Poison, is reportedly working on a deal with the 'Cow to tell "the whole gory Poison story from top to bottom."

HOLY BAT BUMPS! *The Dark Knight Strikes Again*, Frank Miller's sequel to *Batman: The Dark Knight Returns*, has been bumped up to 70 pages an issue, but cut to three chapters, according to DC Comics sources. Miller has reportedly finished penciling and inking issue #1 of the sequel and finished penciling 12 pages of issue #2.



LEAGUE LINEUPS Sources deep within the halls of DC Comics say it's official—the new creative team on *JLA* will consist of writer Joe Kelly (*Action Comics*) and artist Doug Mahnke (*Major Bummer*). Kelly and Mahnke will take over for the current team of Mark Waid and Bryan Hitch with issue #61.

GARTH'S AUTHORITY Writer Garth Ennis (*Punisher*) and artist Bryan Hitch (*JLA*) will team up for a two-issue *Authority* story after Mark Millar ends the series with issue #28 later this year.

AVENGER BOLTS *Avengers* artist Alan Davis will reportedly be leaving the ultra-popular book within the next six months, according to sources at Marvel Comics. His replacement is still being kept secret but spies indicate it's someone who's had a lot of experience with super-powered team books.

OOPS!!!!!!!!!!!!!!!!!!!!

In Wizard #115, we failed to mention that ADV Films (**www.advfilms.com**) is the distributor of DVDs and VHS tapes for *Robotech*, *Neon Genesis Evangelion* and the first two seasons of *Sailor Moon*.

In Wizard #110, the "Video Rumblings" sidebar on pg. 117 should have been credited to Sean Jordan.

KNIGHT CAP

Mr. America heads to 'Marvel Knights'

Captain America is now Knight America.

The venerable Marvel sentinel of liberty moves in November to Marvel Knights, the Marvel "research and development" wing where characters are given fresh spins.

"I read every stitch of fan mail we get, and fans *love* the character," Marvel Editor-in-Chief Joe Quesada said. "But they think maybe it's time to bring him into a more modern era of comics. Fans really want to see the character appreciated the way he should be. There's something about Marvel Knights that fans connect with, and we want to give Cap the showplace he deserves."

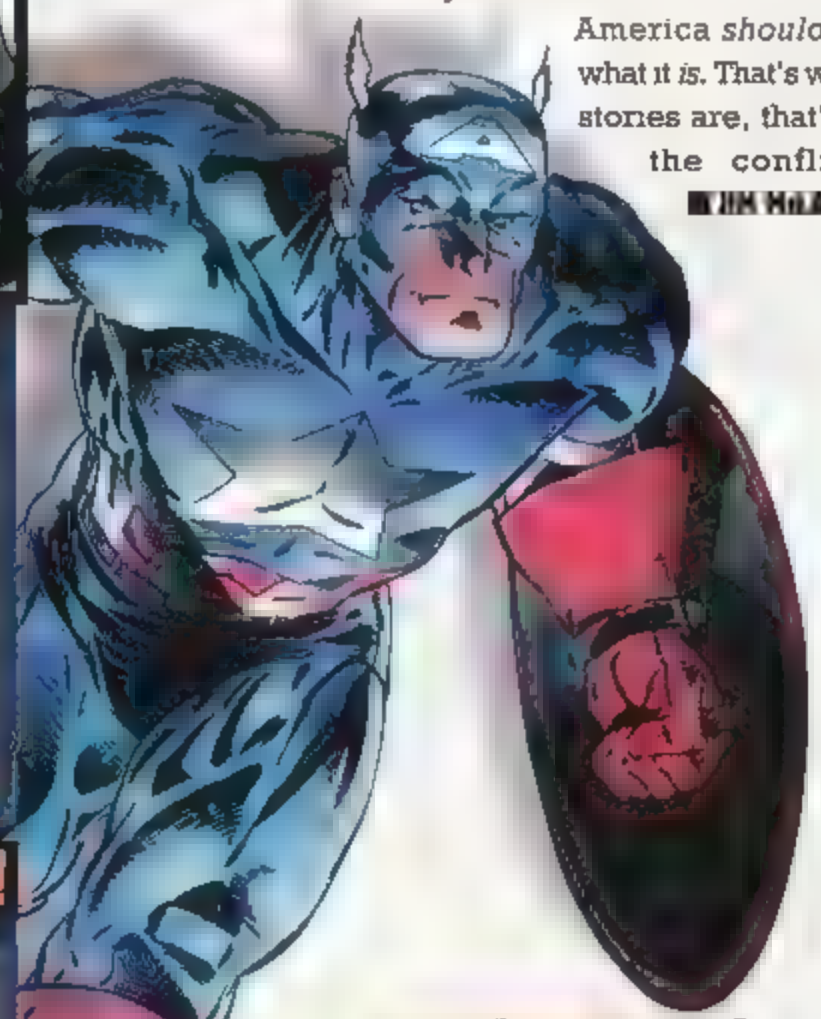
Current writer/artist Dan Jurgens will be given plenty of time to finish stories in progress. "We'll be bringing down the curtain on *Captain America* with #48 in October," Jurgens said. "Our final four issues will tell a story called 'America Lost,' in which we'll delve into Cap's feeling about the world today and his place in it."

Jurgens promises more than just introspection as long-time Cap nemesis the Red Skull also appears

The new "Knights" *Captain America* is slated for November, with the preliminary plan to continue consecutive numbering with #49. No creators have been named, although rumors circulate that the first two calls for a new writer were made to Frank Miller (*Batman: The Dark Knight Returns*) and Greg Rucka (*Detective Comics*).

New Marvel Knights Editor Stuart Moore may not have a writer yet, but he has a plan. "We want to toughen up the world around Cap," Moore said. "He needs to be grappling with the tough issues of America in the 21st century, particularly that difference between what America *should be* and what it *is*. That's where the stories are, that's where the conflict is."

■ JIM MCLAUCHLIN



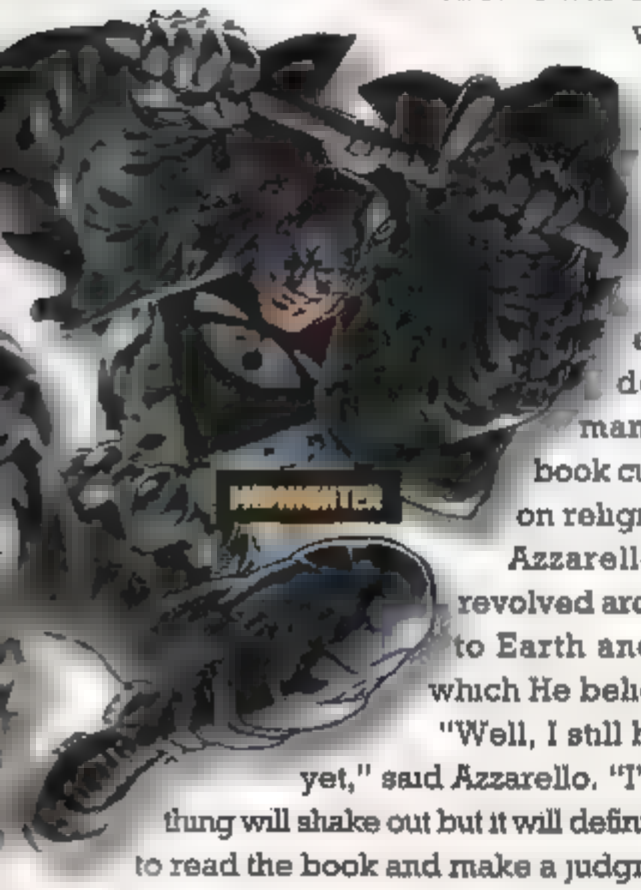
FEATHER IN HIS CAP Captain America makes the move to the Marvel Knights family this November.

'AUTHORITY' GETS NEW TEAM IN CHARGE

Get ready for a new Authority. But they won't be in charge until the summer of 2002.

For months, rumors have swirled that writer Brian Azzarello (*Bullets*) and artist Steve Dillon (*Punisher*) would take over *The Authority*. Now DC Comics has confirmed the red-hot creators will relaunch *The Authority* in the summer of 2002.

"For a long time it's been me saying I'll do it if Steve [Dillon] does it and him saying he'd do it if I did it," said Azzarello. "I was a little hesitant because it was superheroes and this book is summer blockbuster stuff. I'm not sure I write that stuff."



Azzarello said his *Authority* stint, which he plans to keep between eight and 12 issues before departing, will deal with many of the same issues the book currently does but also focus on religious themes.

Azzarello's first pitch reportedly revolved around Jesus Christ returning to Earth and fighting the Authority, which He believes to be the Antichrist.

"Well, I still haven't written any scripts yet," said Azzarello. "I'm still not sure how everything will shake out but it will definitely be different. You'll have to read the book and make a judgment." ■MK

MARZ TAKES A 'SOJOURN'

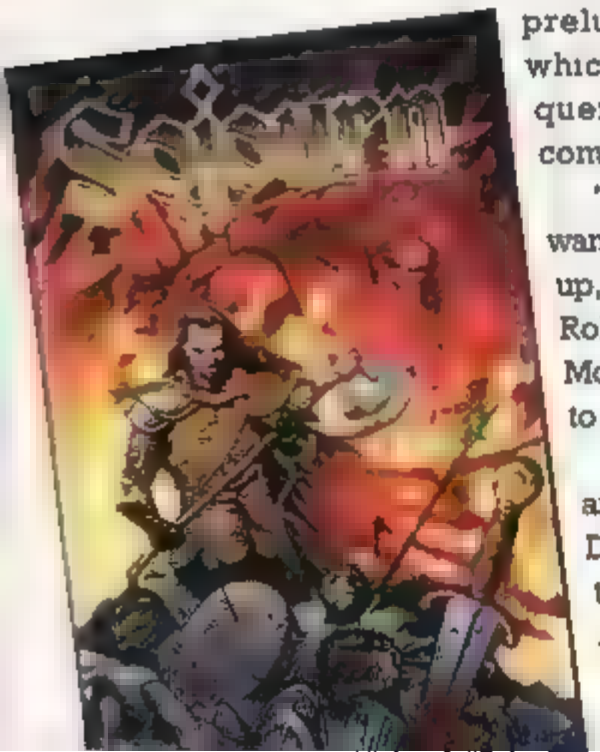
It ain't easy bein' bad.

It's even harder to be downright evil. But CrossGen's Ron Marz is having a helluva good time trying.

Marz holds the reins on CrossGen's upcoming seventh title, *Sojourn*, a series for which the writer's gotta put himself in a bad boy's frame of mind. *Sojourn* tells the terrible tale of Mordath, a villain whose loathsome exploits are unparalleled in the CrossGen Universe.

His story starts with a pretty vicious torture scene, so you kind of get an idea of what this guy's like right off the bat," Marz says. "He's your classic despot."

The character debuts in June's *Sojourn Prequel*, a 40-page prelude to July's *Sojourn* #1, in which the would-be world conqueror essentially gets what's coming to him.



"It's the kind of book I've always wanted to do," he admits. "Growing up, I read Burroughs and Tolkien, Robert E. Howard and Michael Moorcock. This is a chance for me to revisit that sort of material."

Joining Marz is the pencil-and-ink team of Greg Land and Drew Geraci, who worked together previously on DC's *Nightwing*. ■a

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DARE TO DREAM Fans have been clamoring for *Daredevil* to meet its monthly shipping schedule since the series' inception. This summer, they'll get their wish—and more. *Daredevil* ships biweekly from June through August, spanning a six-issue story written by Bob Gale with art by Phil Winslade and Dave Ross. The first issue of Gale's arc (#20) would have been issue #400 of the series if not for the Marvel Knights reboot, and as such, features an additional six-page Spider-Man/Daredevil team-up written by Stan Lee and penciled by classic *DD* artist Gene Colan. ... In other DD news, the much-anticipated Marvel Knights ***Daredevil: Yellow*** mini-series, originally expected to debut in March, has been moved to a June launch. Tim Sale's gray inkwash art style has taken longer than expected.

DAREDEVIL: YELLOW

GODLY GUEST *Shockrockets* artist Stuart Immonen takes over on *Thor* starting with June's issue #38. The gig, tentatively scheduled to last three issues, will reunite Immonen with former *Superman* collaborator Dan Jurgens. ... **CHYNA GIRL** ... Debuts with *Chyna II* #1, a June-shipping one-shot featuring the WWF sassin' super-starlet. Writer Steven Grant and penciler Mike Deodato Jr. take Chyna back to her real-life roots as a bodyguard, protecting a witness testifying against the mob. **MARVEL SHUFFLE** Writer Frank Tieri (*Wolverine*) signs on for a four-issue *Deadpool* stint starting with August's #57. The new assignment and the time constraints it brings will cause Tieri to drop *Iron Man*—his last issue will be December's #48. **INCREDIBLE ENDING** Peter David's coming back to the Hulk. The longtime Green Goliath scribe teams with *Pitt* penciler Dale Keown on an as-yet-unscheduled one-shot prestige format Hulk book called "The Last." David originally wrote "The Last" as a short story to be included in a Hulk anthology several years ago, focusing on a future earth where the only creatures still alive are cockroaches...and the Hulk. **TIDBITS** *Spider-Girl* has been canceled with September's issue #38. ... Sirius will publish a six-issue monthly mini-series this summer of Jill Thompson's *Scary Godmother*. ... The next *Transmetropolitan* trade paperback coming in June, entitled *Lonely City*, features an introduction by actor Patrick Stewart ("X-Men").

LINSNER WANTS DAWN ALL FOR HIMSELF

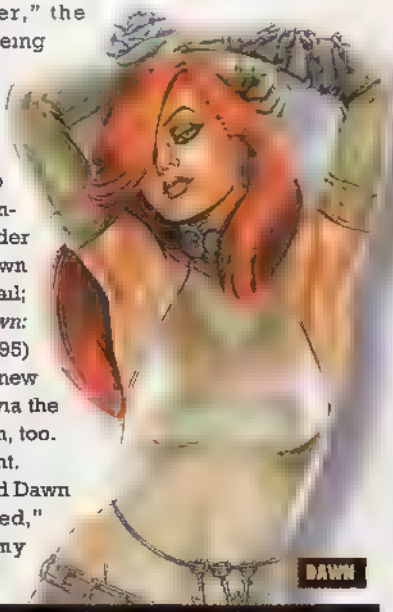
You want something done right? Do it yourself. After 11 years in the game, that's just what Dawn creator Joseph Michael Linsner is doing.

"I started out a self-publisher," the writer/artist said. "I simply love being involved in every step of the process. I would operate the presses if the printer would let me."

Linsner returns to his self-published roots this summer with two new products...and a whole new company. **Linsner.com** is the banner under which Linsner will release a new Dawn "Back in Black" print in June ($30 retail; limited to 1,000 copies) and the *Dawn: Pin-Up Goddess* 32-page comic ($2.95) in July. Despite the ".com" name, the new products will not be only available via the Internet—comic stores will carry 'em, too.

For Linsner, the time was just right.

"All the contracts that have bound Dawn in one form or another have expired," he said. "Self-publishing is in my blood." ■ JM



DAWN

HEAT INDEX

At Wizard, no one loves comics like us and here's a bunch of cool things we read or saw this month.

INCREDIBLE HULK #25 (Marvel) John Romita's fight scenes pack more punch than a Mike Tyson right hook (and we loved it when Hulk knocked the Abomination's *eye* out!)

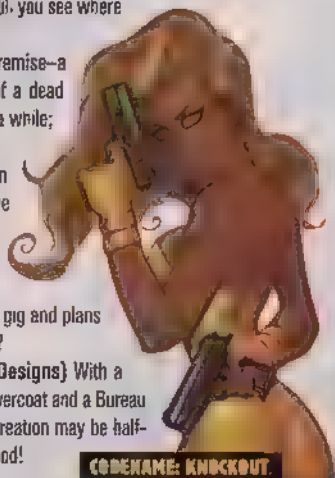
SANDMAN GLOBE (DC Direct) Finally, a "sand" globe that makes sense! Morpheus, trapped in a glass prison for 100 years in the pages of *Sandman* #1, lies helpless in the middle of an hourglass. When you shake it up, a hail of glimmering sand swirls around, looking just like gold flakes!

CODENAME: KNOCKOUT #0 (Vertigo/DC) *Knockout* puts the "comic" back in comic book thanks to the hijinks of secret agent Angela St. Grace (**below**) and the best sidekick in comics, the flamboyantly gay Go-Go Frasco (wait til you see where *this* secret agent hides the microfilm)!

NO HONOR #1 (Top Cow) This book's premise—a jewel thief's body gets possessed by the spirit of a dead samurai—is as original as anything we've read in a while; it's like "The Odd Couple" with just one guy!

GREEN ARROW #1 (DC Comics) Green Arrow mania erupts around the country as we speak. Can't you hear the rumbling as fanboys storm comic stores in search of issue #1? Ollie Queen is white-hot thanks to Hollywood's #1 fanboy Kevin Smith. And we hear Smith loves the gig and plans on stickin' around for awhile. How great is that?

HELLBOY ACTION FIGURE (Graphitti Designs) With a giant fist perfect for smashing evil spirits, a cloth overcoat and a Bureau of Paranormal Research T-Shirt, Mike Mignola's creation may be half-demon, half-human but this action figure is *all* good!



CODENAME: KNOCKOUT

ROGUE SHOWS OFF HER NEW MINI

It took over 18 years, but the X-Men's Rogue is finally going rogue.

This summer, writer Fiona Avery (Top Cow's *No Honor*) and penciler Aaron Lopresti are shooting the superpowered mutant into a four-issue mini-series. Focusing on how Rogue handles her power to absorb the abilities and memories of anyone she has skin-to-skin contact with, the series also takes a glimpse at Rogue's delicate psyche.

When Rogue has absorbed memories and powers in the past, readers learned more about the victim than Rogue—that'll change in this series, according to the writer.

"We aren't looking at what happens when she absorbs another mutant's powers and what she learns (about them) in the process," Avery said. "We end up knowing more about the victim of her drain rather than we do about Rogue that way. So we're focusing on what Rogue is gonna do about Rogue's power. Despite making mistakes, despite taking some hard falls in her life, she's forgiven, and accepted, while discovering there's a good person under the misguided wrongs, one who tries to make the most of her ability." ■ MC

ICONS GET AUCTIONED OFF

Superman. Batman. Dick Tracy. Mickey Mouse. They're some of the most beloved icons in pop culture history and they're up for sale.

Guernsey's, the world-famous auction house that handled the sale of the "Death of Superman" original art, hosts the granddaddy of all comic auctions in May.

"We're holding what I think will be the most important auction in the history of cartoon and comic art," said Arlan Ettinger, president of Guernsey's.

For comic fans, the highlight of the show will be the JLA/Avengers lot, which includes the 21 pages drawn by George Pérez in the early '80s for the planned Marvel/DC team-up.

In addition, Guernsey's will offer 13 complete issues of original Tim Sale art from the Jeph Loeb/Sale blockbuster, *Batman: Dark Victory*.

The Guernsey's comic and cartoon auction will be held May 19 at the New York Historical Society in New York City. Previews will be held several days prior to the auction, and bids will be accepted via fax, mail, telephone and the Internet. For more information, call 212-794-2280 or visit **www.guernseys.com.** ■ CL

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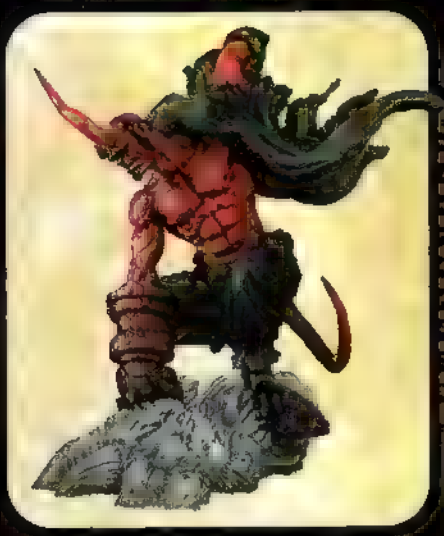

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WAX OFF THE TURTLES

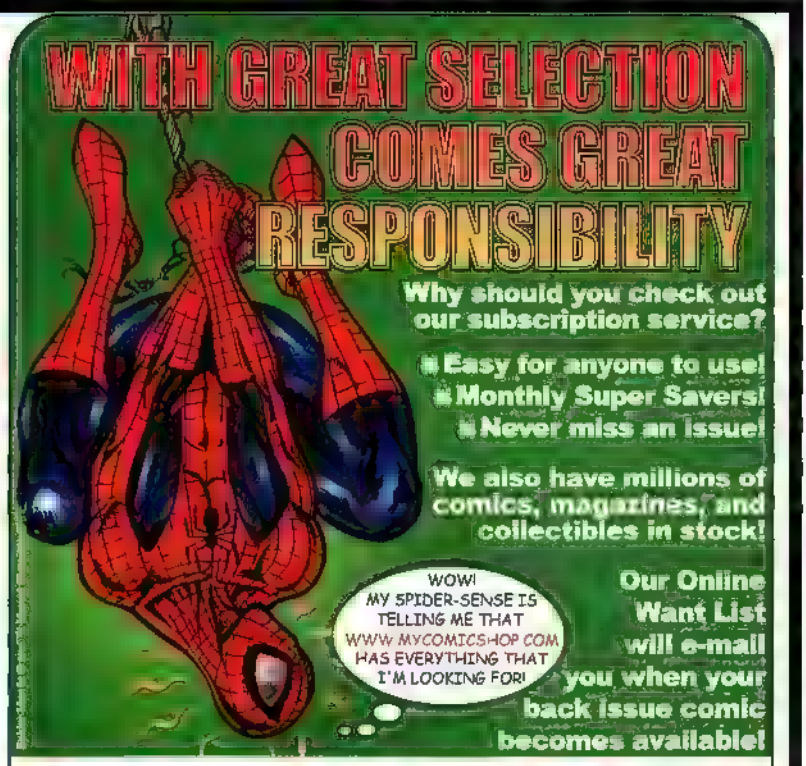
TMNT come outta their shells for new series

Cowabunga, dude! The heroes in a half shell that captivated America's kids 10 years ago are back.

Peter Laird, co-creator with Kevin Eastman of the black-and-white *Teenage Mutant Ninja Turtles* independent comic in 1983, has announced a new Turtles comic will debut soon. His creation spawned a cartoon series, three movies and a merchandising empire in the 1980s and '90s.

"Jim Lawson has started penciling, from my plot, the first issue of the all-new *Teenage Mutant Ninja Turtles* comic book series which should see print sometime this year, hopefully late summer or early fall," Laird said on his Website **www.planetracers.com.** Lawson worked as a writer and artist on previous *Turtles* comic books. Laird will ink over Lawson's pencils.

Mirage Studios, the same publisher Eastman and Laird formed to publish the original TMNT series, will publish the new black-and-white comic, which may be a bimonthly. Stay tuned to **www.wizardworld.com** for more on when the first issue will debut. ■ JUSTIN JONES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SUPERMAN CELEBRATION

Nothing brings a community together like a hometown hero.

Officially declared the hometown of Superman by the Illinois House of Representatives in 1972, the town of Metropolis, Illinois is holding its annual Superman Celebration June 7-10. The event brings in 70,000 to 80,000 people and features a mock bank robbery, a Superboy and Supergirl contest, a carnival, live music every night and a collectors' auction.

During the auction there will be a presentation of the George Award, named after George Reeves, the first TV Superman. This honor is bestowed upon the individual who has most helped spread the legend of Superman.

In the past, famous guests have come to partake in the festivities such as Lois Lane actress Margot Kidder, Jimmy Olsen actor Tommy Bond, the very first Superman feature film actor Kirk Alyn and even *Kingdom Come* painter Alex Ross.

Fixtures of Metropolis include a huge Superman statue in town and the world's largest Superman collection with over 80,000 items at the Superman Museum. The museum is open 9 a.m. to 5 p.m. every day and costs $3 for adults and children are free with paid adults.

For more information about this year's event, contact the Metropolis Chamber of Commerce at (800) 949-5740 and the Superman Museum at (618) 524-5518. ■ BI

BENDIS AND MALEEV TO GUIDE 'DAREDEVIL'

Brian Michael Bendis returns for a second helping of *Daredevil*. And this time, he's gonna stay at the table.

The award-winning writer is in the middle of a four-issue guest arc on the centerpiece book of the "Marvel Knights" family, and he'll be back again soon—this time as the permanent writer, reunited with new permanent artist Alex Maleev.

BUSTIN' OUT Not every man could handle a double-O like Brian Michael Bendis.

"We were just getting into the groove together on *Sam and Twitch* when I left," an enthusiastic Bendis said. "Alex is the artist I wish I was. If I could draw like him, well, I'd still be drawing."

It will take a while for Bendis and Maleev to get together. Bendis' current run, drawn by David Mack, lasts through June's #19. Then "Back to the Future" screenwriter Bob Gale steps in for a six-issue arc drawn by Phil Winslade and David Ross that will actually ship biweekly. By November and *Daredevil* #26, it'll be showtime for Bendis and Maleev.

"I can't believe how many ideas I have for *Daredevil*," Bendis gushed. "[Editor-in-Chief] Joe Quesada is really gonna let us carve into some of the icons. The first six pages of our first issue will just slap you in the face."

Bendis' first arc is titled "The Assassination of Matt Murdock," a story involving the Kingpin where DD's lawyer alter ego is targeted for a hit. Bendis promises the story, "will leave Daredevil changed for quite a while." From there, things escalate. ■ JM

WIZARD WORLD CHICAGO 2001

Can't wait for "Star Wars: Episode II" to come next year? Come see "Star Wars" author and guru Steve Sansweet in one of his few summer appearances at WizardWorld Chicago Aug. 17-19 at the Rosemont Convention Center. Tickets are currently on sale for the show ($20 per day, $40 for a three-day pass) at 1-800-690-1669 or **www.wizardworld.com**.

Here's what in store:

- Two hour-long presentations by Sansweet, who may reveal some secrets about 2002's "Star Wars: Episode II"!
- Sansweet will also field questions from the crowd and may even give fans an advance peek at some parts of "Episode II."
- And for the ultimate in Star Wars collectibles, check out the con's retailer section where fans can find anything desired.

STAR STRUCK Check out this exclusive pic from "Star Wars: Episode II" featuring Obi-Wan Kenobi and a teen Anakin Skywalker.

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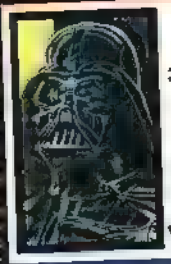

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Anguished by the deaths of his parents, Victor Von Doom vowed revenge on the entire world. He became a master of mystical arts as well as a scientific genius, combining the two studies to become Dr. Doom, ruler of Latveria—and someday soon, the world!

the battle... While testing his time platform, Dr. Doom hurdles through a chronal anomaly, casting him to a time long ago in a galaxy far away. Brought before Darth Vader, the vainglorious Dr. Doom challenges him for control of the Empire. Vader knocks Doom across the room with a blast of the Force and is instantly upon the monarch with his lightsaber drawn. Like a surgeon at an operating table, Vader trims away portions of Doom's armor before administering the *coup de grâce*—a saber slash that severs Doom's left hand! His armor near destroyed, Doom turns to his other specialty and unleashes powerful bolts of magick that catch Vader in the face, cracking his helmet and leaving him gasping for breath. Having narrowly defeated the upstart Jedi, Doom heads back to his time platform with a souvenir of his battle—Vader's lightsaber, which could prove a valuable tool in destroying the despised Fantastic Four!

AGREE? DISAGREE? Well, let us know! And while you're at it, send us your ideas for future Last Man Standing battles! Just e-mail us at: lastmanstanding@wizardworld.com. Thanks!

FIRSTLOOK

NINJA BOY

WildStorm's rookie sword-slinger has a problem—he's a ninja who just won't kill

Dressed in black, trained as a killer, peep at chicks through windows—being a ninja sounds pretty cool, right? Not if you're a rookie ninja named Nakio. "He's basically a ninja who has trouble killing people," says Alé Garza, the creator and artist of WildStorm's *Ninja Boy*, due out in August. "It's basically a big, huge adventure story about coming of age for Nakio. The story revolves around him and the really bad crap that goes down. It's stuff he has to deal with and eventually try to save the day."

Garza (*E.V.E. Protomecha*), who will co-write the book with newcomer Allen Warner, says Nakio's raised to become a ninja but aspires to be the noble and publicly embraced samurai. But the young ninja has a hard road ahead of him in what Garza calls, "an ongoing series with a definite end."

Although the book's set during feudal Japan, Garza says it takes a lot of liberties with fantasy motifs—such as talking animals like Nakio's cat sidekick, Sake, magic and cities made of diamonds.

While Garza wants a high-energy, roller-coaster story, the artist says it's also important for him to do a fun story that he enjoys reading.

"I wanted to tell a story like the ones I read in *Spider-Man*, my favorite comic when I was a growing up," the creator says. "It's all very character-driven, with a different setting. And it's funny but with a lot of intense violence too."

Standing in Nakio's path to nobility is the evil and abusive tyrant, Amatsu Mikaboshi, the man who has Nakio's brothers executed.

"Nakio actually meets Amatsu in the first issue and was suppose to kill him," says Garza. "Since he didn't do it then, he'll have to deal with him for a while."

By the second issue, the creator says, both Nakio's dead brothers become spirit guides to him. Says Garza, "It becomes Nakio's job to avenge them and try to finally become the hero he's always dreamed of being. Around issue #20 we'll see if he gets there or not." (W)

NINJASCHOOL

THE DILLY-O

Get your monthly dose of manga by way of the U.S. this August with *Ninja Boy*, by artist/creator Alé Garza and writer Allen Warner. The duo will explore the life of a ninja working to become a honorable samurai.

WHY YOU CARE

After cutting his teeth on Image's *E.V.E. Protomecha*, Garza's hip, stylish art stands ready to shine in his first creator-owned project.

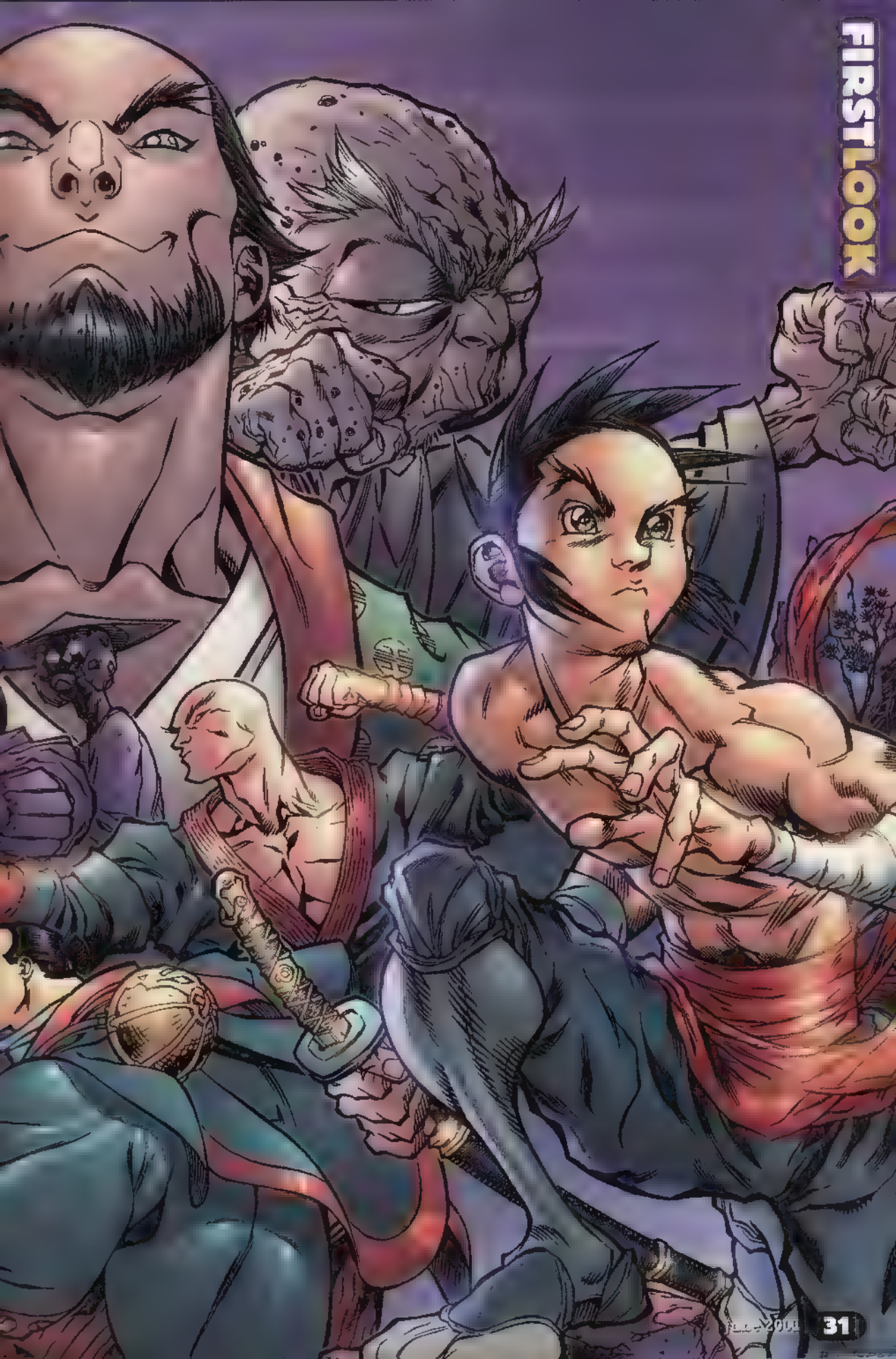
DID YOU KNOW?

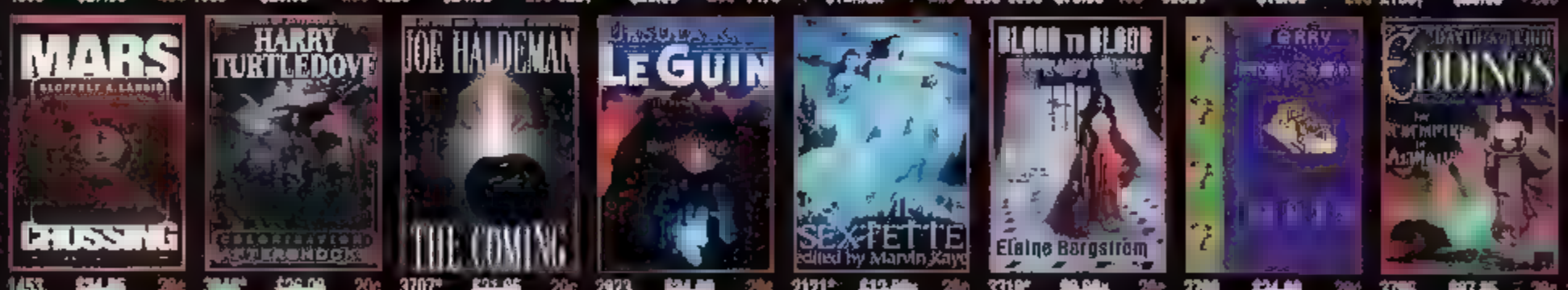
Ninja Boy was originally supposed to kick off WildStorm's new manga line of comics, but the line has recently been scrapped. It was also targeted for Cliffhanger, but will now be labeled a WildStorm book. (MC)

WAX ON, WAX OFF If Alé Garza's Nakio doesn't want to be a ninja, he can always work for Mr. Miyagi.

BY MIKE COTTON

ALÉ DANGEROUS





0471* Ensign Flandry; A Circus of Hells; The Rebel Worlds.

4317* The Maker of Universes; The Gates of Creation; A Private Cosmos; Behind the Walls of Terra; The Lavalite World.

3806 The Face of Apollo; Ariadne's Web; The Arms of Hercules.

3808 Charmed Life; Witch Week; The Magicians of Caprona; The Life of Christopher Chant.

4308* Mendoza in Hollywood; The Graveyard Game.

1461* The Time Traders; Galactic Derelict.

0521* The Long Night of Centauri Prime; Armies of Light and Dark; Out of the Darkness.

0208* My Enemy, My Ally; The Romulan Way; Swordhunt; Honor Blade.

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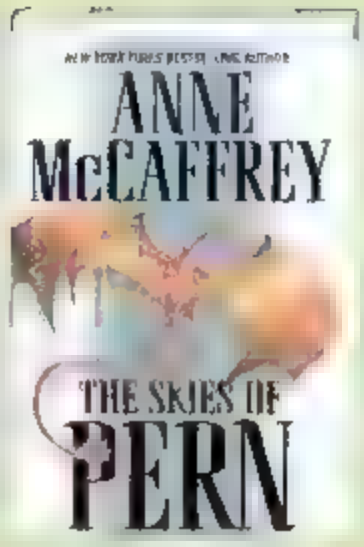

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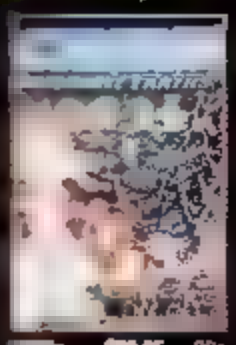

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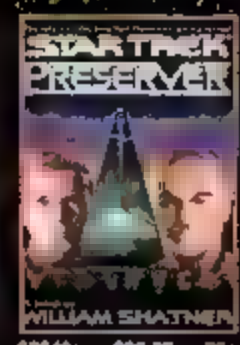

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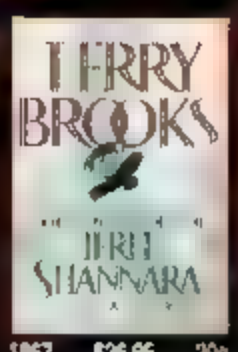

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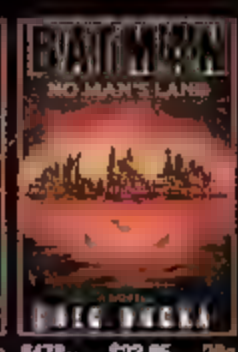

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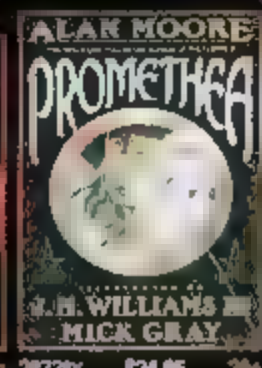

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THE Science Fiction BOOK CLUB

ROAD RAGE

By Andy Serwin

Marvel revs up Ghost Rider once again and Wizard rides shotgun with a seven-page preview

Johnny Blaze ain't quite the man he used to be. After years of being tormented by the Ghost Rider, the fiery Spirit of Vengeance inside him, Blaze finally managed to free himself of his demonic curse, settle down and live a nice, normal life.

And he absolutely hates it.

A dead-end office job. Detestable co-workers. A hen-pecking shrew of a girlfriend. *This* is the life Blaze used to yearn for?

What about the open road? Riding hogs? Getting thrown out of sleazy roadhouses? That's the life Blaze *really* wants.

So it's a good thing that's exactly where writer Devin Grayson (*Gotham Knights*) and artist Trent Kaniuga (*Creed*) plan on taking Blaze in *Ghost Rider*, a new six-issue mini-series from Marvel Knights that hits stores this June.

"We're using Johnny Blaze for this story because he's very accessible," Grayson explains. "I was excited about him because of my own biker chick days. Johnny's got counterculture appeal. We're going to be taking him on the open road, the roadhouse bars. I want to give him back to those people. *His* people, really."

But just who are Johnny's people? You'd have to take a look at his past to know what makes him tick, but don't expect a trip down memory lane in *Ghost Rider*.

"I didn't know much about Johnny's continuity before I started writing the book," Grayson says. "So I'm not out to clarify his continuity. This is more of a back-to-basics story."

Okay, so here's the continuity you need to know: Blaze started out as one of the top stunt cyclists in the world, but when his partner came down with cancer, Blaze sold his soul to Mephisto in exchange for sparing his friend from disease.

But of course, the devil don't play fair. Johnny's friend didn't die of cancer, but he did die in a fiery motorcycle crash during a stunt. When Mephisto showed up to claim Blaze's soul, Johnny's then-girlfriend Roxanne whipped up some mojo that hacked the process. But Mephisto got pissed and cursed Blaze to share his body with Zarathos, a demon known as the Spirit of Vengeance. Thus, the Ghost Rider was born.

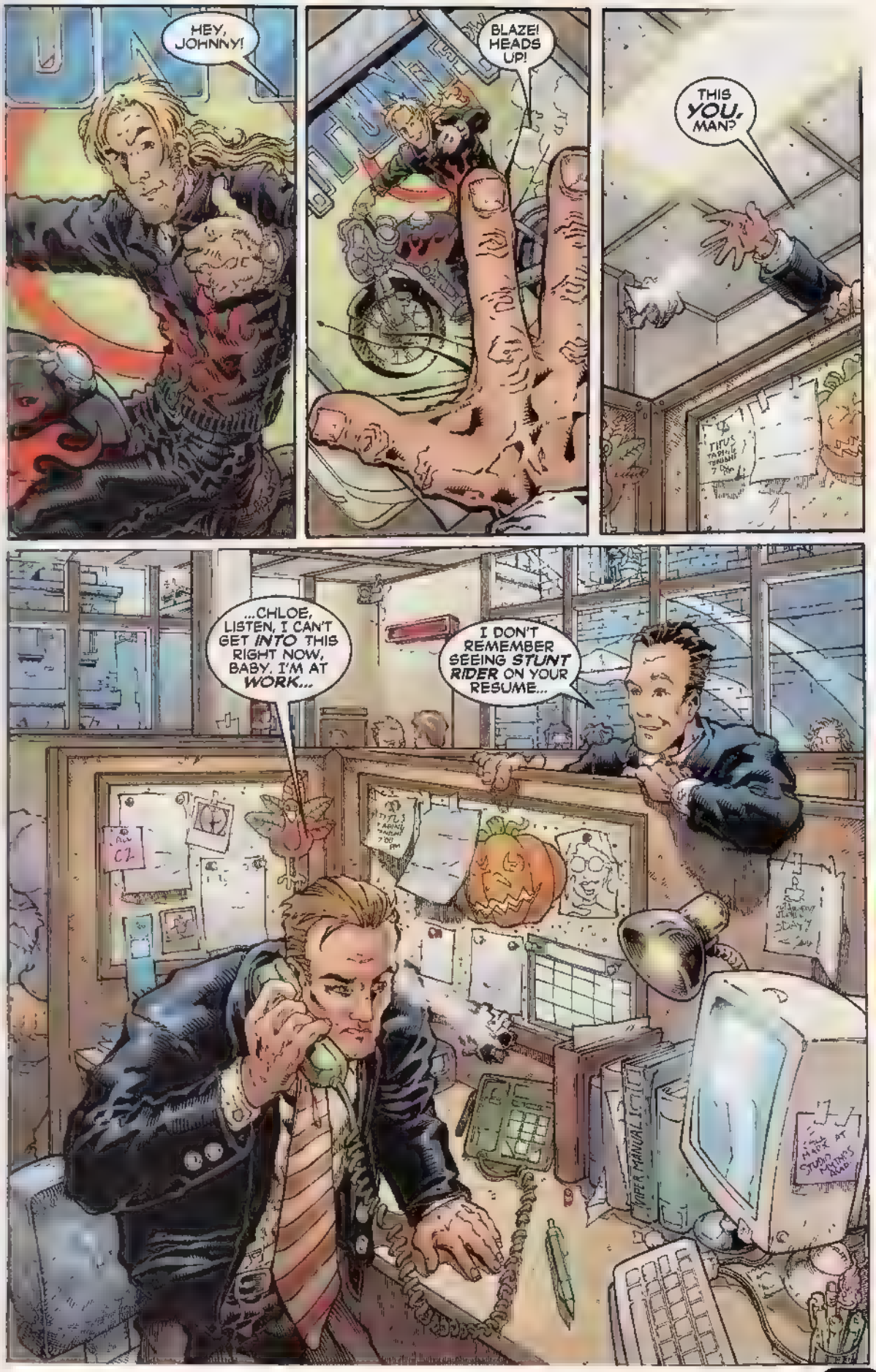
Blaze wandered the country as a stunt rider in a traveling carnival, trying to rid himself of the Ghost Rider, but at the same time, getting vengeance for folks who'd been wronged. Eventually, Johnny and Zarathos were separated, and a second man—Danny Ketch, who gets a visit from Johnny during the course of this new story—operated as the Ghost Rider for a time.

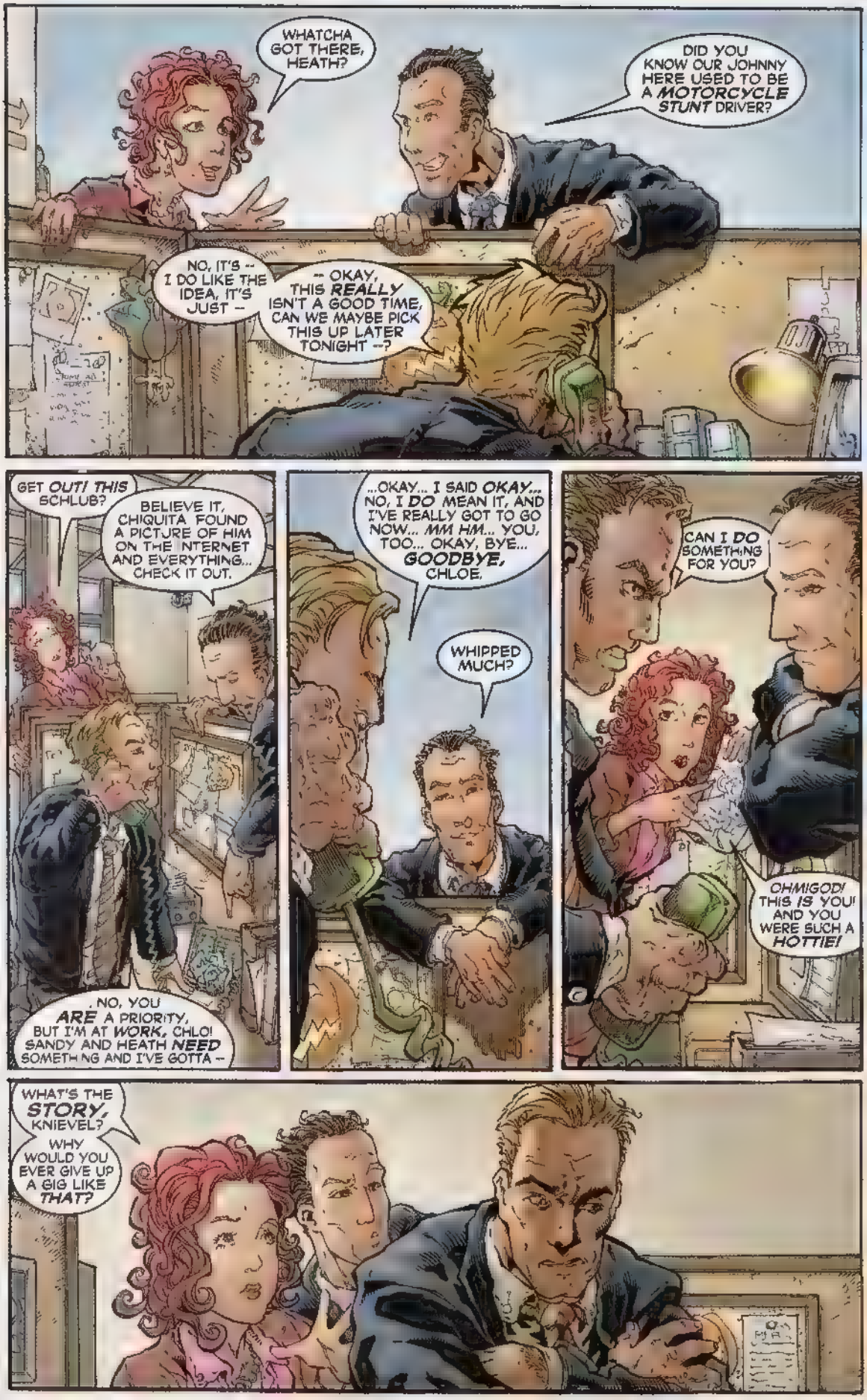
So, what's Blaze been doing?

"After everything that's happened, Johnny's been living a normal life," Grayson says. "What's his attachment to Ghost Rider? Is he really a supernatural being? Is the Spirit of Vengeance something that's always existed inside Johnny? Those're just some of the questions we'll explore in this story.

"The first request for vengeance is an accident, something Johnny overhears in a bar," Grayson continues. "And when he hears about it, he heads off in pursuit. From there, it's a link in a chain of revenge; one person leads to another in a cycle of endless wrongs that are all tied together."

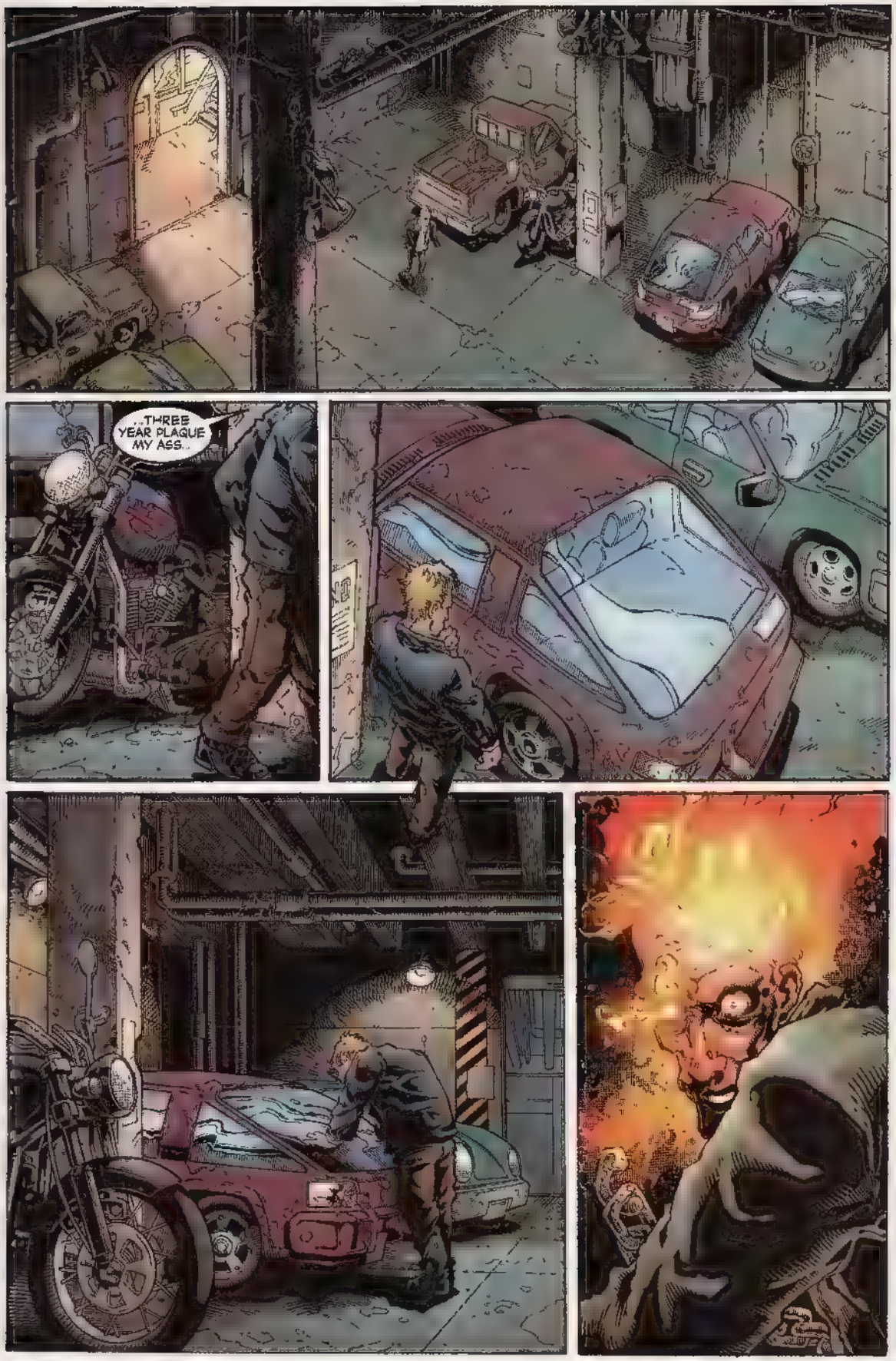
A link in a chain, huh? Makes sense for a biker. Why not burn rubber yourself and head to the next page for a preview of *Ghost Rider* #1!

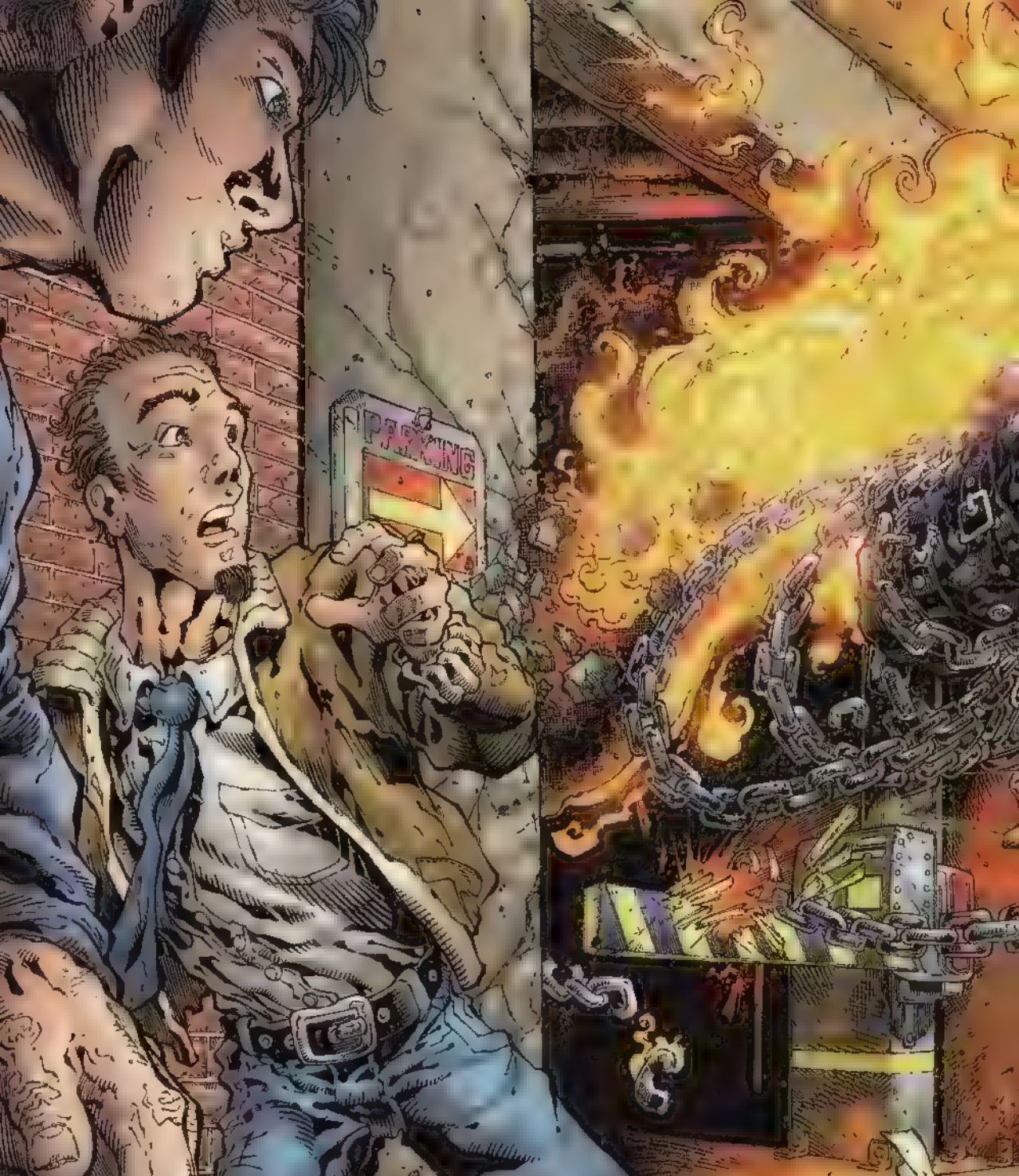

HEY, JOHNNY!
BLAZE! HEADS UP!
THIS YOU, MAN?
...CHLOE, LISTEN, I CAN'T GET INTO THIS RIGHT NOW, BABY. I'M AT WORK...
I DON'T REMEMBER SEEING STUNT RIDER ON YOUR RESUME...


WHATCHA GOT THERE, HEATH?
DID YOU KNOW OUR JOHNNY HERE USED TO BE A MOTORCYCLE STUNT DRIVER?
NO, IT'S -- I DO LIKE THE IDEA, IT'S JUST --
-- OKAY, THIS REALLY ISN'T A GOOD TIME, CAN WE MAYBE PICK THIS UP LATER TONIGHT --?
GET OUT! THIS SCHLUB?
BELIEVE IT, CHIQUITA FOUND A PICTURE OF HIM ON THE INTERNET AND EVERYTHING... CHECK IT OUT.
...OKAY... I SAID OKAY... NO, I DO MEAN IT, AND I'VE REALLY GOT TO GO NOW... MM HM... YOU, TOO... OKAY, BYE... GOODBYE, CHLOE.
WHIPPED MUCH?
CAN I DO SOMETHING FOR YOU?
OHMIGOD! THIS IS YOU! AND YOU WERE SUCH A HOTTIE!
NO, YOU ARE A PRIORITY, BUT I'M AT WORK, CHLO! SANDY AND HEATH NEED SOMETHING AND I'VE GOTTA --
WHAT'S THE STORY, KNIEVEL?
WHY WOULD YOU EVER GIVE UP A GIG LIKE THAT?

IT'S COMPLICATED.
COMPLICATED? I'D SELL MY SOUL TO THE DEVIL FOR A JOB LIKE THAT...
OH, HEY JOHN.

HM?
OH, GOOD AFTERNOON, MR. SELBY. I WAS JUST --
TRYING TO CRAWL OUT THE WINDOW?
'FRAID THEY DON'T OPEN. BELIEVE ME, I'VE TRIED.
ANYWAY, DON'T JUMP JUST YET.
YOU'RE UP FOR YOUR THREE YEAR PLAQUE NEXT WEEK!
...WHAT?
YEP! TIME SURE FLIES WHEN YOU'RE CRUNCHING NUMBERS. YOU'VE BEEN HERE THREE YEARS ALREADY, IF YOU CAN BELIEVE THAT.
CONGRATULATIONS!


...THREE YEAR PLAGUE MY ASS...



THE HAMMER LANE, PART 1 OF 6

ONE

DEVIN GRAYSON *mapping the route* TRENT KANIUGA *at the wheel*
RS & COMICRAFT/JL *squinting at the road signs* KELLY LAMY *backseat driver* STUART MOORE

CONTINUED IN
GHOST RIDER #1
FROM MARVEL KNIGHTS
ON SALE JUNE 20TH!
BAD DAY
DANNY MIKI detailing the hog AVALON STUDIOS' DAN KEMP reddening the road rash
and NANCI DAKESIAN watching for speed bumps and JOE QUESADA carrying the tool kit

The Da

New York's

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PRESSES!

The New York 'Daily Bugle' comes alive in Hollywood as WIZARD snares the first-ever set visit to the "Spider-Man" movie

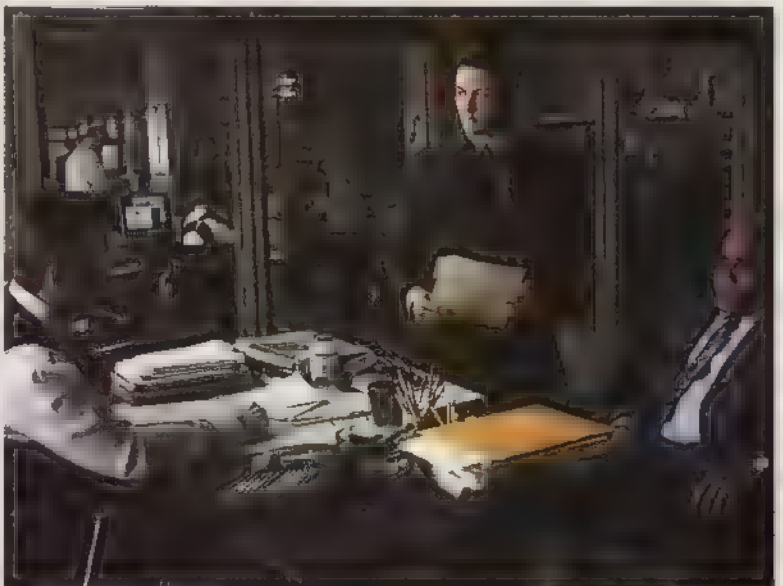
By MIKE COTTON

LOS ANGELES, April 25 — Haggard reporters shuffle through notes and answer phones in the heart of New York's favorite daily newspaper. Ignoring the crowded hall traffic, the smells of fresh paint on the walls and bus fumes wafting up from floors below, the journalists continue their busy days. On the walls of the office, framed newspapers blare out headlines like "KABOOM! What Happened to Flight 800?" and "Kennedy Assassinated," but the real action is further down the hall. There sits the office of J. Jonah Jameson, publisher of the *Daily Bugle*—and today he's pissed!

Behind a mammoth desk, the gruff publisher sports a 1950s-style flattop and a salt-and-pepper-colored mustache. Looking through the photos of a new freelancer and studying each one intently, he grunts as he slaps each one down on his desk.

"Crap, crap, crap—megacrap," barks the man, slapping the last photo down as he looks at the rookie photographer sitting in front of him. "I'll give you $200 for all of them."

The photographer, a clean cut, youthful boy wearing a dark green overcoat and tie, tries to argue—he expected more cash for his hard work. His high-pitched teenage voice cracks as he gets increasingly excited. But the publisher's having none of it. After a short argument, the older man relents and ups his price to $300 to appease him.



Zade Rosenthal © 200 Columbia Pictures

The *Daily Bugle*'s Publisher J. Jonah Jameson (Simmons), left, freelance photographer Peter Parker (Maguire), center and Editor-in-Chief Robby Robertson Bill Nunn) discuss potential photos.

Zade Rosenthal© 200› Columbia Pictures

Tobey Maguire (Peter) relaxes on the set with director Sam Raimi (at right).

Handing the top photo to his second-in-command, the publisher barks, "Tear up the front page and run this one!'

"Headline?" questions Robbie Robertson, the gray-haired, pudgy, black man sitting next to the photographer.

"Spider-Man: Hero or Menace?" says the publisher, arms outstretched like he's creating the bold headline out of air.

The young photographer obviously disagrees with the publisher s choice of headlines but is in no position to argue. While the cub "shooter" may not be pleased, "Spider-Man" director Sam Raimi certainly is, smiling with approval from behind his Sony video monitor. The scene is exactly what he wanted for the dynamic between J.K. Simmons' imposing and irrational *Daily Bugle* publisher J. Jonah Jameson and Tobey Maguire's young and shy Peter Parker.

Raimi congratulates his actors on a fine performance and smiles. He knows the dreams of millions of Spidey fans are coming true—the Web-head's getting the Hollywood treatment he's always deserved.

PUTTING IT TOGETHER

With a $100-million-plus budget and top Hollywood talent, Raimi's wowing fans a year before the May 3, 2002 "Spider-Man" release date. But fans weren't always so excited.

Die-hard Spidey buffs questioned if Maguire ("Cider House Rules") could pull off the dual role of a nerdy high-school geek as well as a buffed-up superhero. And when John Malkovich ("Shadow of the Vampire") backed out of negotiations to play the Green Goblin, a collective sigh was heard from movie buffs. But soon, Willem Dafoe, Malkovich's co-star in "Shadow of the Vampire," signed on to play the Goblin and his alter ego, disturbed businessman Norman Osborn—and fans raved about the choice.

The cast filled out quickly as Kirsten Dunst ("Get Over It") took the role of Mary Jane Watson. Also added to the cast was one-time Peter Parker hopeful James Franco ("Whatever It Takes"), who took on the part of Harry Osborn, the popular but neglected son of the Green Goblin.

On this February morning of shooting, Maguire sinks into his chair on the downtown Los Angeles set, yawning. Simmons ("The Gift"), dressed in a three-piece blue suit (*sans* jacket) as *Daily Bugle* publisher J. Jonah Jameson, has his makeup corrected. The next take of the duo's head-to-head clash over Peter Parker's first photos of Spider-Man is just seconds away. A few feet off, crew members adjust sound levels and scurry about to make sure props are in position.

As he finishes a yawn, Maguire smiles and says, "It s going to be a long day."

"It's tough being a superhero," Raimi smiles back.

Tough indeed. And Maguire doesn't even have Spider-Man's trusted spider-sense to watch his back.

BANANA-RAMA

As the day rolls on, Simmons grabs a quick banana as a snack while waiting to reshoot his scene with Maguire for the fifth time. Although the takes are almost identical, Raimi, dressed in a black suit, with a white shirt and gold tie, wants to keep shooting it. From close-ups on Maguire to Simmons' reaction, Raimi makes sure he captures it all.

Quickly downing the fruit just before Raimi is ready to begin, Simmons slides into character. Running through the scene again, Simmons leans back and asks Raimi, "Should I give him some kind of voucher or something? You know, so he can get paid?"

Raimi likes the idea and sends the prop department to hunt down anything that could be a daily newspaper's payment voucher. Placing a small white piece of paper on the desk next to Simmons, Raimi begins to direct the most minute pieces of the scene.

"Okay, sign this JJ' really big and then hand it to Tobey," says Raimi. "Add in a line like, 'Give this to the girl outside, she'll make sure you get paid.' That's good—it gives Peter a reason to talk to Miss Hottie-Hot outside."

"Miss Hottie Hot" is Elizabeth Banks ("Shaft"), who plays Betty Brant, J. Jonah Jameson's secretary and a potential love interest for Peter Parker.

Running through the scene another few times satisfies Raimi, and he releases the actors to wrap for lunch after two-and-a-half hours of work. All for less than five minutes of screen time.

THE TALENTED MR. MAGUIRE

After lunch, Raimi walks crew members through the next scene: Peter Parker leaving Jameson's office and approaching the publisher's secretary, Betty Brant.

After a few walk-throughs, it's finally time to begin again. Maguire strolls from Jameson's office towards Brant's desk, where he quickly hands her his voucher for $300.

"Mr. Jameson said to give you this," Maguire says.

"$300? Not bad," the short-haired, attractive, brunette replies.

"I'm Peter Parker," Maguire says uncomfortably. "I'm a photographer."

"I can see that," Banks responds, obviously uninterested. "Welcome to the *Daily Bugle*."

Although the scene goes well, Raimi wants more. Pulling Maguire aside he says, "Remember, Peter's a nice guy. He's just not very socially adept."

With that it's back to shooting—but Maguire's on a different page than Raimi. Entering with a swagger, Maguire hands the secretary his voucher. "Hey, Mr. Jameson said you could take care of this."

"$300? Not bad," she replies again.

"Yeah. You know, you're pretty cute," Maguire says with charm.

"Here ya go," the actress says, handing the voucher back to the now smiling and suddenly confident Peter Parker.

"Why don't you write your phone number down there too, honey," Maguire says as muffled laughter build around him. Raimi lets loose with a belly laugh and the set bursts into laughter. The director congratulates Maguire on what might be a great extra on a "Spider-Man" DVD.

As Raimi discusses props, special effects coordinator John Dykstra ("Star Wars") appears. Holding a video tape, an excited Dykstra pulls Raimi from shooting. "You really have to look at this," Dykstra squeals.

Huddled around a small monitor Raimi, Dykstra and various producer-types are all privy to a hush-hush viewing of new special-effects footage. Although everything's kept secret, Raimi returns raving and patting the SFX guru on the back.

"This is fun," says Raimi as he throws an arm around Maguire. "Now this, this is really fun."

WIZARD Staff Writer Mike Cotton's hoping for a "Spider-Man" cameo based on his award-winning turn as a short, bespectacled Venom in WIZARD #112. Check it out.

Director Sam Raimi instructs his crew on the Oscorp set, Norman Osborn's company.

Zade Rosenthal © 2000 Columbia Pictures

Marvel Madness

By Mike Cotton

"Spider-Man," "Blade II" and "X-Men II" are just the tip of the iceberg for Marvel Films' upcoming releases. Marvel Films President Avi Arad runs down the next films in line.

HULK "It's going really well. We're in the middle of rewriting, and we've already gone to ILM [Industrial Light and Magic, George Lucas' SFX house] to discuss the project. It's in full blast. I think we'll be doing casting really soon. As soon as [director] Ang Lee ("Crouching Tiger, Hidden Dragon") is done with the Oscars, we'll start getting it done."

Marvel Entertainment

DAREDEVIL "Hopefully we'll start 'Daredevil' later this year. Some people thought it might be out before 'Spider-Man,' but I don't see that happening."

PUNISHER "This will be different from the first 'Punisher' movie. Think of it as closer to the Garth Ennis version of the Punisher than anything else."

GHOST RIDER "We should have a final script in three weeks. Bernie Wrightson (*Punisher*) has already done some creature work on it, and it all looks very cool."

FANTASTIC FOUR "Now that Peyton Reed ("Bring It On") has signed on to direct, it's progressing."

BLACK PANTHER "We haven't started anything just yet because Wesley [Snipes] is still interested, but he's working on 'Blade II'—we'll address it after he's available."

WEREWOLF BY NIGHT "We have a great writer; I can't announce it yet but I think we have a writer/director. I think 'Werewolf By Night' can be something like 'Blade,' where it really crosses over to people who don't even know there's a comic book."

RISING STARS

Top Cow looks to its protégé program to discover the next Michael Turner

BY MIKE COTTON

THE NEXT MARC SILVESTRI OR MIKE TURNER isn't glad-handing at the local convention or busy sending submissions to comic book companies–he's already at Top Cow Productions.

The heir apparent to Mike Turner sits less than three feet away from the real deal, absorbing tips like a dry sponge soaking up water. And the next Marc Silvestri sits studiously at Silvestri's side as the Top Cow founder schools the youth on everything from how to start a company to which pencils he prefers.

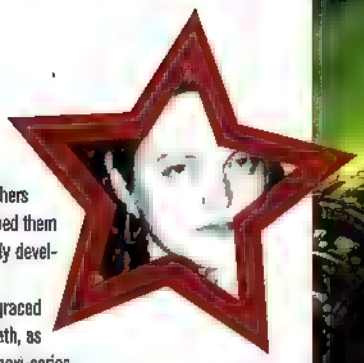
Silvestri, who introduced fans to Turner, *Witchblade* artist Keu Cha and *Tomb Raider*'s Andy Park, offers aspiring artists the chance to study alongside some of comic's top talent. All Top Cow asks in return is loyalty.

While there are no guarantees, Top Cow's protégé program represents the best shot young creators have to join the ranks of their idols.

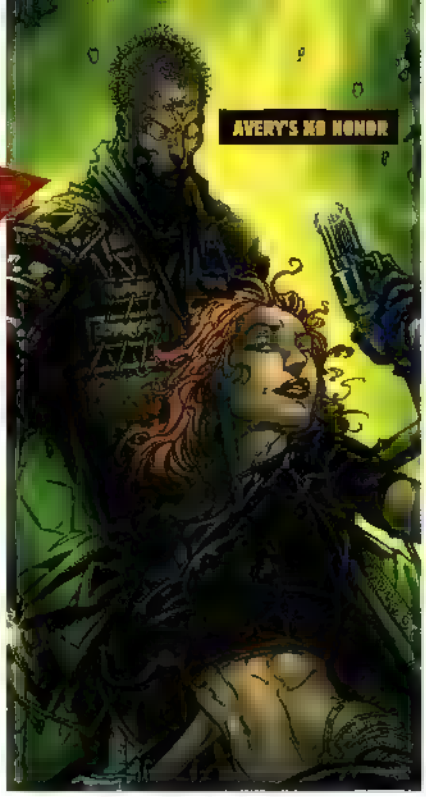
"We do something no one else does," Silvestri says. "We cultivate talent from the ground up. We take the raw clay we discover through conventions and the mail and make them the next superstar artist. People like Mike Turner, Dave Finch and Joe Benitez all came out of that program and we're looking for more of the same."

While the Cow's bullpen is filled daily with future comics stars–aspiring writers, pencilers, inkers and colorists–some of the studio's top new talent are already making a name for themselves. Here's a look at some of the Top Cow protégés you'll soon be hearing about–if you already haven't.

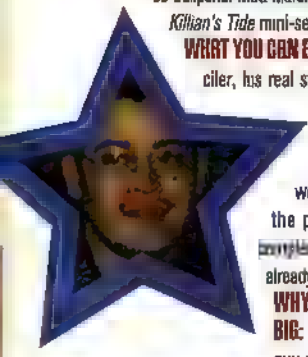
FIONA AVERY



AGE: "Young. That's all I'll say."
PROTÉGÉ TO: J. Michael Straczynski
HOW I GOT INTO TOP COW: "I'd been submitting scripts to other publishers but after I talked to Joe (Straczynski) about his work at Top Cow, I pitched them a few things. Some of it was too much like projects they were already developing but *No Honor* was one they were really interested in."
CURRENT PROJECT: The Top Cow title *No Honor*, the story of a disgraced samurai warrior trying to clear his family name centuries after his death, as well as a *Rogue* mini-series for Marvel and a *Tomb Raider* 12-issue maxi-series.
WHAT YOU CAN EXPECT: Fast-paced, character driven action is Avery's trademark. Whether it's reincarnated samurai warriors in *No Honor*, mutants or archeological adventurers, Avery envelops a page with realistic dialogue and amazing pacing.
WHY SHE'LL HIT IT BIG: "Fiona is fast," says Straczynski. "She can write fast and write well. She's one of the most complete writers I've ever worked with. She's great on characterization. She'll probably go as far as I've gone in comics, probably further."
WHAT I'VE LEARNED FROM JOE: "I used to watch Joe on the set of "Babylon 5" walk in his office and close the door for two hours just to write–no one was allowed to bother him unless it was an emergency. Basically he taught me no matter what else is going on you have to take time to write everyday."
WHAT'S NEXT: Expect to see a *Witchblade* mini-series, where Avery focuses on the Japanese Witchblade that was seen in a painting in issue #1. Also, a stint on the ongoing series scheduled for late 2001.
MY DREAM PROJECT: "I've always wanted to do my own series and I've got that with *No Honor* and then I've always loved Rogue from the X-Men and I'm working on her mini-series. I'm pretty much living the dream."



ERIC BASALDUA



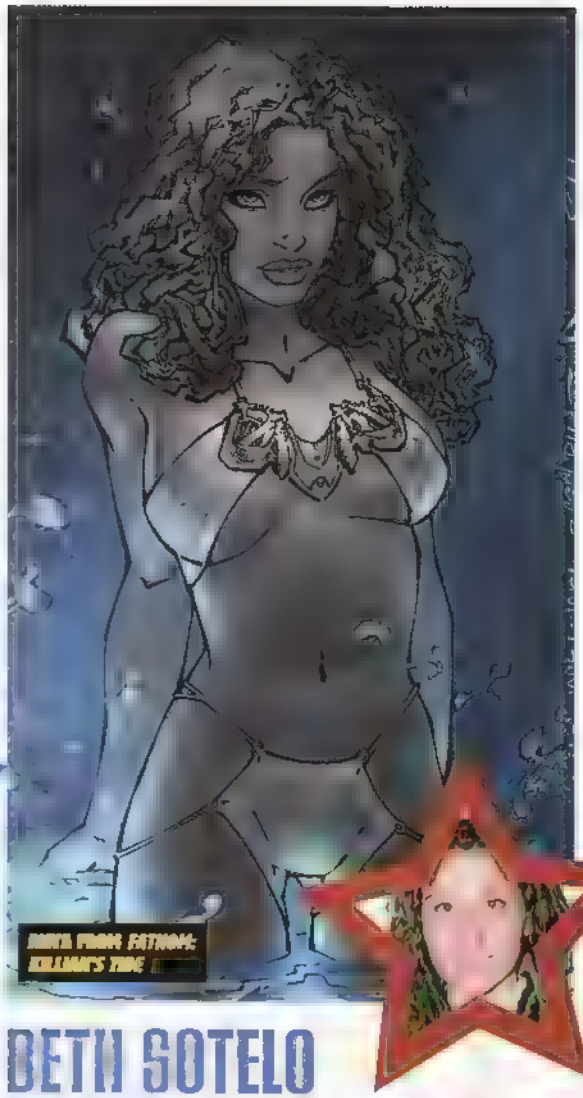
AGE: 29
PROTÉGÉ TO: Marc Silvestri
HOW I GOT INTO TOP COW: "I was actually waiting to get Marc Silvestri's autograph and my mom made him look at my portfolio. I was pretty embarrassed but he called and asked me to come work here."
CURRENT PROJECT: Working on inking an eight-page back-up *Witchblade* story by co-bullpener Matt Marsilia as well as inking parts of Talent Caldwell's *Killian's Tide* mini-series.
WHAT YOU CAN EXPECT: While Basaldua is a competent penciler, his real strengths are shown as an inker. Basaldura takes penciled pages and adds an edge and light shading that won't overtake the penciler but complements what's already on the page.
WHY HE'LL HIT IT BIG: "He's a young guy with a lot of raw talent," says Silvestri. "For his age, he's very talented. He draws great women. He's got his own style and that's important."
WHAT I'VE LEARNED FROM MARC: "Marc makes me laugh. He's a charismatic guy. He walks into a room and makes it a show. There's nobody better at talking to people than him. I just wish I could pick up women like he can."
WHAT'S NEXT: "More practice–I was blessed to be able to pencil and ink, most artists can't do both. I really want to pencil, though, so I'm focusing on that."
MY DREAM PROJECT: "*Cyberforce*, man! I'd love to get my hands on Marc's old book. If I had that, my life would be complete."

TALENT CALDWELL

AGE: 21
PROTÉGÉ TO: Mike Turner
HOW I GOT INTO TOP COW: "Mike [Turner] was visiting the Art Institute of Los Angeles, where I was going to school. Top Cow interviewed over 100 people and Mike specifically chose me."
CURRENT PROJECT: *Fathom: Killian's Tide* shipping in March.
WHAT YOU CAN EXPECT: Caldwell's dynamic and electric style sets him apart from his mentor. While sharing Turner's ability to draw sizzling hot babes and make the fantastic look realistic, Caldwell also energizes each page with cinematic panels coupled with experience and drive rarely found in an artist just getting his first shot at a solo project.
WHY HE'LL HIT IT BIG: "I hand picked Caldwell because he's shown more promise than any other artist I've ever run across," says Michael Turner. "He impressed me when we first met, but now he blows me away."
WHAT I'VE LEARNED FROM MIKE: "Mike's a great businessman. He's really helped me with my finances. It's weird to suddenly have a job and money–Mike's the guy who's making me into an adult in terms of money. Without him I couldn't balance a checkbook–in fact, I wouldn't even have a savings account."
WHAT'S NEXT: Caldwell continues to do backgrounds on *Fathom* as quickly as Turner turns out pages, and while there's no plans for another project yet, the artist says he'll continue to be visible after *Fathom* ends in June.
MY DREAM PROJECT: "I want to work with Brian Michael Bendis. I love his stuff. If there's any way I can work with him, I'd do it."

R.V. VALDEZ

AGE: 26
PROTÉGÉ TO: Andy Park
HOW I GOT INTO TOP COW: "I was just showing my stuff at San Diego and I know Andy Park, we went to school together. Matt Hawkins saw me at the con and asked me to come in. I've been here ever since."
CURRENT PROJECT: Working on different interpretations of characters for the *How to Draw* series of books by Chris Hart, published by Watson-Guptill. Valdez also penciled two collector cards for the recent Fathom Trading Card Set.
WHAT YOU CAN EXPECT: Valdez, who used to share studio space with Park, doesn't just copy the *Tomb Raider* artist's style but also has shades of David Finch's fine pencil style and Joe Benitez's ability to draw the hottest women around in his work. R.V. may turn out to be the first Top Cow artist to take an amalgam of Cow styles to form his own amazing look.
WHY HE'LL HIT IT BIG: "R.V. works really hard," said Park. "He does his research and is always asking questions. He's always looking to learn and improve–he never thinks his stuff is good enough and that keeps him wanting to do better and better. His work ethic is the best I've ever seen."
WHAT I'VE LEARNED FROM ANDY: "Andy and I are pretty tight. He's taught me how to deal with people and not talk behind people's backs–this is a small industry and things get back to people. He just told me to be up front with people."
WHAT'S NEXT: "I just finished an eight-page *Witchblade* story. I'm still working on storytelling and getting ready. I'm also storyboarding an independent film in a few months."
MY DREAM PROJECT: "I want to work on Ripclaw. He's an amazing character. I wish I could just touch the whole Cyberforce crew."



BETH SOTELO

AGE: 26
PROTÉGÉ TO: Peter Steigerwald, house colorist for Top Cow.
HOW I GOT INTO TOP COW: "My husband (Joel Gomez, a former Top Cow penciler) was actually interning here. I just poked my head around in the coloring department and someone in production noticed me–it led to a lot of grunt work but it was worth it."
CURRENT PROJECT: Colorist on *Darkness* #1/2 and various Top Cow convention books.
WHAT YOU CAN EXPECT: Studying within Top Cow's in-house coloring department has allowed Sotelo to focus on the high tech end of coloring. Using computer programs and digital effects have let the colorist make books like *Darkness* look gritty and dark while other projects shine with light and intense color.
WHY SHE'LL HIT IT BIG: "Beth has the most promising ideas in coloring I've seen in awhile," says Steigerwald. "She thinks of things no one else would. She going to help change the way we do coloring. It's exciting to watch her work."
WHAT I'VE LEARNED FROM PETER: "I can function on four hours of sleep. And trust me it's a valuable tool here at the Cow. People keep telling me it's worth it–I hope they're not lying to me."
WHAT'S NEXT: Look for Sotelo to do coloring work for *Heavy Metal* magazine soon.
MY DREAM PROJECT: "It'd be so cool to work with Dave Finch but that's a ways off–my husband's a penciler so to do something with him would be a dream come true."

Staff Writer Mike Cotton was rejected from several apprenticeships on the grounds that he was too 'gassy.'

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AND TOUCHT HER INFLUENCE.
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HER DESTINY LONG.
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SHE IS THE ENEMY OF THE DARKNESS
BUT WHO IS HER ENEMY?
WHAT ONCE WAS...
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INFINITE POSSIBILITIES

With 'STAR WARS: INFINITIES,' Dark Horse takes the familiar Lucas mythology and asks the question: 'What if...?'

BY CASEY SEIJAS

hat if Greedo had gotten the drop on Han Solo and killed him in "Star Wars: A New Hope"? Or what if the droids had been destroyed while crash landing on Tatooine? Better yet, what if the Ewoks tore into Luke, Han and Chewbacca in "Return of the Jedi" like they were a bucket of KFC?

If these events actually happened, then the Star Wars saga that millions of fans have come to love would have a radically different story and ending all together. Hence the concept behind Dark Horse's upcoming four-issue mini-series *Star Wars: Infinities–A New Hope*, hitting in May. Written by Chris Warner with art by Drew Johnson, Jim Royal and Tony Harris, *Infinities* asks, "How would the Star Wars canon be affected had key events played out differently?"

"I think of this a ong the lines of driving down the road and narrowly missing getting hit by someone running a stop s gn," exp ains Warner "Had I left my house one second earlier, would I have been hit? How could that have changed my life?"

As for what Star Wars fans can expect, don't hold your breath for outrageous storylines such as "What if Han Solo was a raging alcoholic?" or "What if Yoda killed Luke after he wouldn't share his nasty-looking processed food log?" However, fans should look for subtler changes in the Star Wars mythos and see how they affect the course of events.

"The basic idea of the *Infinities* ine is that any one change in the events of a story may drastically affect the outcome of that story," says Dark Horse's *Star Wars* editor Dave Land. "With this sort of idea in mind, how

STAR CROSSED

The *Star Wars: Infinities* Stories We Wanna See!

What if Han had died during the carbon freezing process?
After infiltrating Jabba the Hutt's palace, Leia works to rescue her beloved Han...only too late. Leia swears vengeance and sets out on a lethal race against her brother, the winner to face down the man they both blame for all their pain: their father, Darth Vader!

What if ALL the Bounty Hunters found Han & the Falcon crew at the same time?
Not wanting to share the insane reward money, which prevents each other from handing over the Rebels, Boba Fett, IG-88, Dengar & Co. quickly find themselves at odds with an impatient and angry Empire. Now with a mutual enemy, the Alliance finds unexpected allies in the fight against the Dark Side.

What if the Imperial Probe Droid had killed Chewie and Han on Hoth?
Tough break for the Rebels. With Han and Chewie dead, that means the rescue attempt to save Luke is a failure and young Skywalker is Wampa food. With the three franchise players down, the Rebel's (and Yoda's) final hope will rest on the shoulders of the last true Jedi: Leia.

What if Anakin had lost the pod race to Sebulba?
Anakin reveals his dark side by lashing out with the Force and murdering Sebulba. Shocked at what he's seen, Qui-Gon stays on Tatooine to train Anakin under the calming eye of his mother. All goes well until Darth Maul arrives, murders Qui-Gon & Shmi and takes the boy to train...and one day fight together after they kill Palpatine.

What if Jabba had survived the ambush by Luke and Lando at the Sarlacc Pit?
At the first sign of trouble, Jabba slips out and watches as his men, ships and loot get blown to bits. Enraged, the crime lord pulls together the last of his resources and wages a suicidal war against Luke & the Rebellion, culminating in a four-way battle on Endor with the Ewoks, the Rebel Alliance and the Empire.

What if Greedo had shot first...and last?
With Han dead at the hands of the cantina thug and Chewbacca grieving his friend, there's no Millennium Falcon to save Luke during the Death Star run. Kiss good-bye to Yavin IV AND Leia, making the crippled Alliances' last hope the mysterious Jedi master known as Yoda.

What if Luke and Leia got their freak on before finding out they were related?
The two, who "really don't see anything wrong with it," pack up and move to the back woods of Mississippi and raise a bunch of 24-toed young 'uns. "Yee-haw!" says Luke. ■CS

A NEW NOPE In this reality, Obi-Wan beats Vader and opens his own chicken wing takeout.

would the slightest change in the events of a story like *Star Wars* affect the outcome of a mythology that's known and accepted by the world?"

The series opens up as Luke Skywalker leads the Rebel assault on the Death Star during the events of "A New Hope," with the obvious question of whether or not Luke's torpedoes hit their mark in the forefront. Yet several other questions concerning major characters—Han Solo, Princess Leia and the droids R2-D2 and C-3PO—make up the heart of story, but Lucasfilm and Dark Horse are keeping those twists under tight wraps. Warner feels that the end of the first-ever "Star Wars" movie is by far the best place to begin *Infinities*.

"This is why I chose to diverge at a moment near the end of 'A New Hope,' so that Luke, Han, Leia, the droids and so on, would already have established relationships forged under trying circumstances," says Warner. "'Their feelings for one another are central to the manner in which the story plays out."

So how do the bigwigs at Lucasfilm feel about Dark Horse basically rewriting their most popular films of all time? "Lucasfilm has seen the stories and they've been very receptive to them," says Land. "Continuity is very important to the Star Wars saga, but I think the good folks at Lucasfilm are excited about the possibilities that *Infinities* offers and are interested to see what kind of reaction it gets."

With that in mind, readers can only hope and pray that Dark Horse will get crankin' on a "What if Leia couldn't get out of that slave-girl outfit?" story. (W)

Research Assistant Casey Seijas recommends the extra crispy Kentucky Fried Chewbacca with an extra biscuit and a side of cole slaw! That's gooood eatin'!

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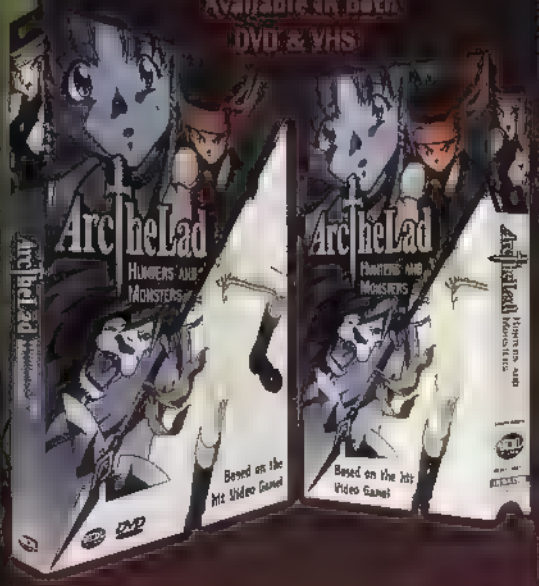

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RE-CREATING CHAOS!

Can Brian Pulido's plan for remaking Chaos! please the most rabid comic fans on the face of the planet?

BY CHRISTOPHER LAWRENCE

A twentysomething male in a black T-shirt slips through the crowd at the annual Pittsburgh Comicon. He's a man on a mission. Making his way through the ever-present swarm buzzing about the Chaos! booth, he sidles up to the company's founder, Brian Pulido, and respectfully asks for an autograph.

But no paper changes hands.

Instead, the fan rolls up his shirt sleeve. "Would you mind signing my arm?"

"Sure," Pulido says, pulling out a pen and scrawling his John Hancock on the man's skin.

Two hours later, the fan returns to the booth, again approaching Pulido and again exposing his biceps. "He had my name tattooed on his arm," Pulido remembers.

Such outrageous displays of devotion are nothing new to the publisher, who's got a photo album brimming with pictures of Chaos! images etched into the flesh of fans around the world. Those fans—affectionately known as the Fiends—have erected more than 100 Websites to pay tribute to their favorite comic company. They flock to Pulido's Arizona headquarters every October, coming from as far away as Germany to attend the company's Halloween party. A pair of Fiends even invited the publisher to be the best man at the renewal of their wedding vows at this year's Orlando MegaCon.

With his skull and crossbones approach to comics, Pulido's succeeded in connecting with the black T-shirt crowd, capitalizing on the spirit of rebellion by crafting an anti-authority stance the headbangers love. The Chaos! Fiends take comic fandom to new heights—they've done more than just embrace their favorite company's philosophy, they've adopted its rebellious beliefs as a way of life.

So what's Pulido offering up next to the rabid fans who've loyally supported Chaos! for the last seven years?

"I'm starting over," he declares.

With that atom bomb of an announcement, Chaos! will downplay its trademark blood and big boobs formula for New Visions, an all-encompassing revitalization plan that'll give Lady Death a makeover, add hot creative talent to books like *Purgatori* and expand the core line with new titles like July's *Legend of the Sage*.

The plan also calls for the further diversification of the Chaos! licensing line, combining its already über-popular WWF books with new comics based on some of the most highly anticipated movies of the year—"The Mummy" sequel, a "Rollerball" remake and the Friday the 13th franchise to name a few.

There's another thing New Visions has spawned—questions. Plenty of 'em. And the Chaos! Fiends want answers.

HAS EVIL ERNIE—ONE OF THE COMPANY'S SIGNATURE CHARACTERS—REALLY BEEN KILLED OFF?

Yep. Ernie, the star of the first Chaos! title, perished in a nuclear explosion at the end of the epic 1999 "Armageddon" storyline. And though Chaos! will celebrate the character's 10th anniversary later this year with a major event, fans shouldn't expect to see the long-haired murderer show up in any of the New Vision titles.

Content-wise, New Visions alters the focus of the stories Chaos! produces, moving away from Ernie's villainous stylings. Where the company's comics have always been more sympathetic to the bad guy's point-of-view, they'll now explore storytelling through the anti-hero's perspective, a move Pulido believes will make his books more palatable to the general comic-reading audience.

"Chaos! is known for mega-destructive, nihilistic comics. There will always be an element of that for us, but [with New Visions]

you'll see a shift there," Pulido offers. "Yes, you'll see destruction; yes, it could be nihilistic, but that activity's more likely to come from the villain, not the 'good guy.'

"At Chaos!, it used to be the bad supernatural character was our subject; now, it's the anti-hero facing the supernatural."

WHY'S LADY DEATH COMING BACK TO LIFE?

Because Pulido has been—pardon the pun—dying to make the character mortal for a while now, and New Visions offers the perfect opportunity to do just that.

The opportunity's such a good one that Pulido himself will play a role in the character's rebirth, planning and co-plotting April's *Lady Death: Alive* with writer Len Kaminski (*Iron Man*).

At the end of Lady Death's last storyline, it looked like the character had joined Evil Ernie in the realm of the dead. What actually happened is she'd been dispatched to Earth. "To the naked eye, she's no longer pale, pasty and pupil-less," he says. "She's mortal."

Sent to our world for a mission she knows nothing about, it falls upon the now-blonde, flesh-toned mistress of the macabre to unravel the mystery of her new existence. It's a tough road at first, but by the fourth issue of the mini-series, the former goddess actually starts to like being human.

"She's going to face a quandary," Pulido says. "Does she want to become a goddess again or to stay mortal?"

In addition to recrafting Lady Death's status quo, Pulido and Kaminski will make an effort to tone down the violence—albeit slightly—in the pages of *Alive*.

"I don't want longtime readers to get scared," Pulido says. "I'm not saying she won't resort to violence, I'm not saying she'll resort to peace. If there is violence, I just think the context of it will be different."

WILL WHITE HOT *VIOLENT MESSIANS* WRITER JOSHUA DYSART TURN *PURGATORI* INTO A MODERN-DAY HULK?

He's gonna do his damnedest. Dysart, who's rocking readers with a sonnet-scribbling serial killer and pulse-pounding police action in Image's *Violent Messiahs*, will use some shocking twists to generate the same kind of heat in *Purgatori*.

The writer, slated for a four-issue storyarc starting in June, plops Purgatori in modern-day Los Angeles, taking the character out of her red-skinned demonic form and casting her back into her previous human incarnation.

"She can alter back and forth, a David Banner/Hulk thing," he says. "Brian's idea was to humanize her."

Prior to New Visions, the character had been a study in ambition, a mortal who became immortal, then set out to wipe out the various pantheons as she moved toward godhood.

"I perceived that very much as a class thing, moving from poverty to very rich," he says. "Now it's more about her satisfying an internalized sense of adventure, danger and—to a certain degree—violence."

The new *Purgatori* scribe admits he's walking a fine line with the character, trying to tone down his lead's sometimes overly-violent tendencies while still keeping her as dark as always.

"I want to keep her sexual edge, just have her be less excited about murder and mayhem," said Dysart. "I'm thinking about making her more mischievous, rather than evil."

TONED DOWN VIOLENCE, DE EMPHASIZED VILLAINS, HAS CHAOS! GONE SOFT?

Only if Spider-Man and the X-Men have, too.

Pulido describes New Visions as "Ultimate Chaos!," likening the project to Marvel's recent, super-successful revisions of its most popular heroes. "The essence of the characters has not changed whatsoever," he says. "What they're really about—Lady Death is about a person who cannot be controlled, who always overcomes—that hasn't changed. Some of the glossy exterior? Yes. Some of the settings? Yes. But that allows us to explore that character in those environments. It's fun and different."

And no, different doesn't mean mainstream. "Our agenda isn't to do peaches and cream comics," Pulido says. "I have nothing against Captain America, but we're not designed to do that."

Not only does the publisher believe the New Visions shift will broaden the appeal of the Chaos! titles, he says it will keep the Chaos! creators and hardcore fans—who've seen little but bad guys for seven years—excited.

"This is a new beginning for us," he says. "Where we're headed is going to rejuvenate the people who've been with us for a long time."

Not that the hardcore Chaos! fans really need the rejuvenation. The cult-like Fiends follow the company religiously, celebrating its characters with a zeal unlike anything seen in comics. Some use airbrushed images of Purgatori and Evil Ernie to customize their cars and trucks, one going so far as to inscribe "Chaos! Comics" into his lowrider's whitewall tires. Others construct elaborate bedroom shrines dedicated to the Chaos! pantheon. One Fiend even donned a chef's hat in the company's honor, marking Evil Ernie's birthday with a cake shaped like a giant version of the Chaos! Smiley Face logo.

"They're our family," Pulido says of the Fiends. "Chaos! is our common ground."

WHAT DO CHYNA, FRIDAY THE 13TH & THE MUMMY HAVE IN COMMON?

Chaos!

Pulido's going after an audience a heliuva lot bigger than the regular comic-buying crowd, and he's doing it by canvassing Hollywood, and popular culture in general, for the next hot property.

Chaos! struck it big when it snagged the World Wrestling Federation license, entering into a relationship that's allowed the company to pro-

PYRAMID SCHEME New writer Joshua Dysart hopes an Egyptian makeover will inject new life into Purgatori.

duce comics based on Stone Cold Steve Austin, Mankind, The Rock and the Undertaker.

"It began innocently," Pulido says. "A couple of guys in our shipping department said, 'Hey, Brian. You should check out wrestling.'"

The rest, as they say, is history. *Chyna* hit in August, 2000 and sold out almost instantly, numbers bolstered by sales in mainstream venues like Tower Records. The success of the book even paved the way for a sequel, *Chyna II*, which hits in June.

"We went after the WWF, and yeah, we were surprised by the numbers," Pulido says. "People want it. Not only in our market, but outside it, too."

From there, the Chaos! licensing line exploded. The company's now got partnerships with MGM, Universal and New Line Cinemas, relationships that led to mini-series like May's *The Mummy Returns*, a prequel to the upcoming Fraser film.

Now Pulido's hot on the heels of ultra-popular horror properties. He's already snagged the Friday the 13th franchise, inking a deal to put out a prequel to "Jason X," the 10th chapter in the Jason saga, which'll hit the big screen this summer.

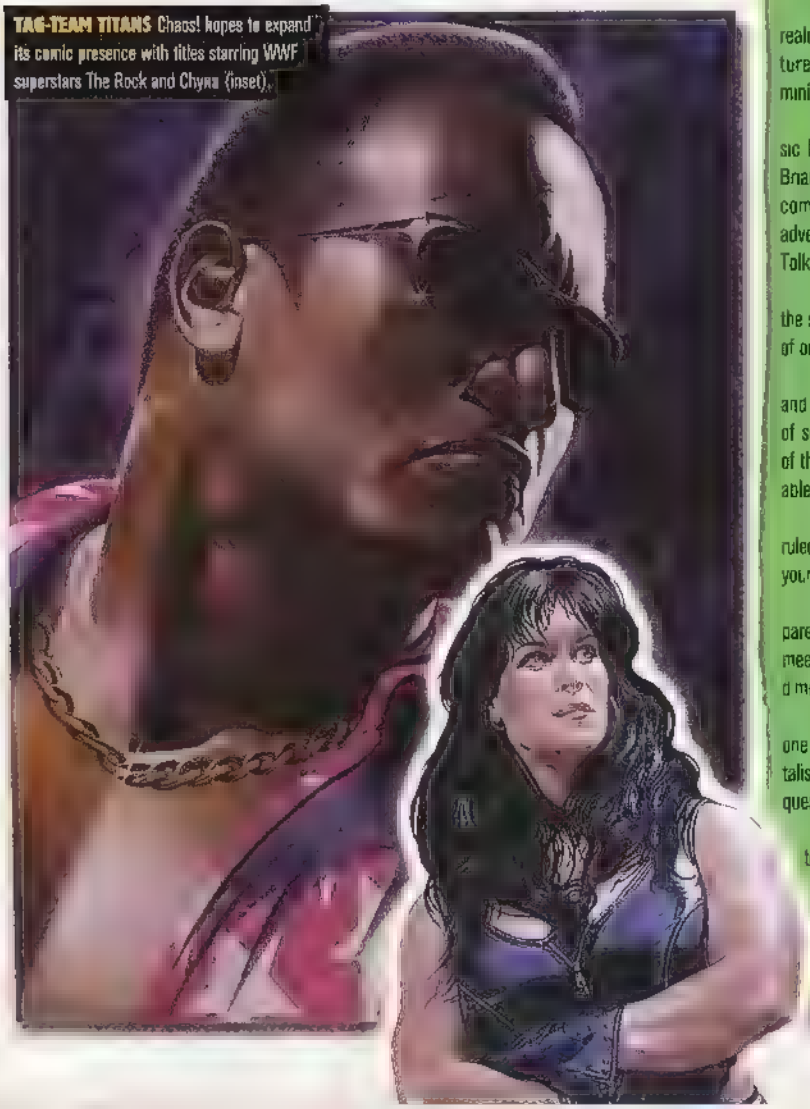
"We go after the properties that seem to be a logical fit for Chaos!," the publisher says. "And we're known for the supernatural and dark."

That dark, supernatural style has helped Chaos! survive (and thrive) through its first seven years of existence, providing the company the opportunity to give its fans something—the sense of anti-authoritarianism, of escape—they can't get anywhere else. Pulido vows New Visions will continue to do the same.

"We're getting into a very homogenized, very vanilla culture, where everything's toned down," the publisher says. "Chaos! is about the spirit of rebellion, and with New Visions, we embrace the rebel as a hero.

"Chaos! is about telling everybody to go jump in a lake," he concludes. "And I think people connect with that."

Staff Writer Christopher Lawrence sports many tattoos of his favorite comic characters, but they're all on a spot that doesn't get much sun.



TAG-TEAM TITANS Chaos! hopes to expand its comic presence with titles starring WWF superstars The Rock and Chyna (inset).

Mention Chaos! to some comic fans, and the last thing they'd ever think of is a Disney cartoon.

Not for long, though.

Chaos! is gearing up for a foray into the fantasy realms popularized in the epic Disney cartoon adventures this July, with the release of the four-issue mini-series, *Legend of the Sage*.

"[Publisher] Brian [Pulido] is a fan of those classic Disney epics, and this is in that same vein," says Brian Augustyn (*Crimson, Flash*), who'll team with newcomer Romano on the series. "It's a high fantasy, adventure story, very much in the spirit of the J.R.R. Tolkien, *Lord of the Rings* stuff."

The series follows a premise set forth by Pulido: that the so-called hard reality of our world coexists in a state of ongoing tension with a magical reality alongside it.

The mystical world is the source of all the legends and myths of Earth, but humanity's evolved to the point of sophistication where it no longer believes. Because of that lack of belief, Earth's reality has become vulnerable to magical attacks.

"You can't see an attack coming from a direction you've ruled out as a possibility," Augustyn says. "You can't defend yourself against something you don't believe in."

As Magos, the wizard-king of the mystic realm, prepares to make his move on Earth, the hand of fate selects meek New York City librarian Victoria Noble to serve as her dimension's champion.

"When the story opens," Augustyn reveals, "someone from the other realm gives their life to get her a talisman—in the form of a book—that will set her on the quest to save her world."

From there, *Sage* hops back and forth from one realm to the other as Victoria tries to put together a plan to stop the two worlds from destroying one another.

"Balance is important—the hard and mystic realms need to coexist," Augustyn reveals. "If the balance tips, it'll destroy everything." ■CL

THE 'NEW' MUTANTS

A Wolverine/Jean Grey relationship? Humanity's days are numbered? Professor X comes outta the closet? WIZARD pulls back the curtain on Marvel's stylin' designs for the X-Men books.

by Christopher Lawrence

rant Morrison's playing to every X-fan's wildest dreams.

The Scottish scribe hooks up with writer Joe Casey and artists Ian Churchill and Frank Quitely to take over Marvel's core X-titles *Uncanny X-Men* and the renamed *New X-Men* this May. And with the reputation for high-octane action Morrison established on DC's *JLA* from 1996 to 2000, he'll give readers everything they want and nothing they're prepared for.

"People will get the X-Men they have always dreamed of, but they won't expect it," he says. "The X-Men will be exactly the way you see the X-Men in your head, but in every issue, you'll say, 'My God. I didn't expect that to happen.'"

Morrison and Quitely's *New X-Men* will focus on a team that consists of Professor X, Cyclops, Jean Grey, Beast, Wolverine, Emma Frost and two new X-Men—Angel and the Man from Room X—and deal with the school side of the X-equation. Casey and Churchill's *Uncanny*, on the other hand, will deal with more political-style conflict, following the exploits of Archangel, Iceman, Nightcrawler, Chamber and Wolverine as they range around the globe. "We're going to do some things with characters that you never would have thought would take place," Casey says. "The kind of stuff a lot of fans have talked about to themselves for years. We're actually going to do it."

WIZARD sat down with Morrison, Casey, Quitely and Churchill in an effort to get the lowdown on the new X-Men: the characters, the costumes and the behind-the-scenes info that'll make May one of the momentous months in X-history.

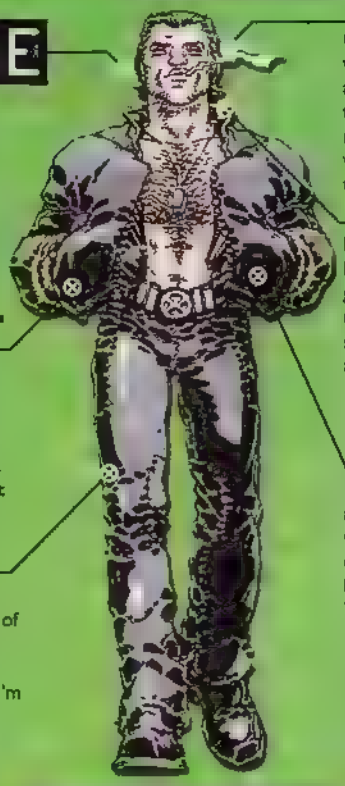
SUBJECT

WOLVERINE

A living byproduct of the mysterious Weapon X program, the man known only as Logan bears an unbreakable adamantium-laced skeleton, complete with retractable claws. Tack that onto his mutant power—enhanced senses and an accelerated healing factor—and Wolverine's a fighting force to be reckoned with.

Credit for Wolverine's new design goes to *New X-Men* artist Frank Quitely. Though he wears the team's official uniform jacket, his coat lacks the large, Day-Glo yellow panels. "His jacket's got the same X-paneling," Quitely says. "But it's more plain black."

Morrison's got big plans in store for Logan—and his mutant powers. "Some of the stuff I've thought about...what Wolverine can actually do having a healing factor. It's amazing," he teases. "I'm not going to tell you the story idea I've got, but it's one of the best ones ever. Nobody's ever thought of it before."



Churchill likes a maskless Wolverine. "He's a very interesting character to play with, and I always thought the mask held him back in that respect. He's very distinctive, as the movie proved," Churchill laughs that going without it makes the Canuck more difficult to draw.

Kiss the "honorable" Wolverine persona bye-bye. As in his earlier days, Wolverine's gonna stir up trouble among his X-teammates. In other words, don't be surprised if the tension level between Logan and team leader Cyclops skyrockets.

Wolverine will appear in both *New X-Men* and *Uncanny X-Men*. Both Morrison and Casey's Wolverine will be more in the spirit of his earlier days from the 1970s. "He will be a wildcard," X-editor Mark Powers says. You won't know what he's going to do."

Art by Frank Quitely

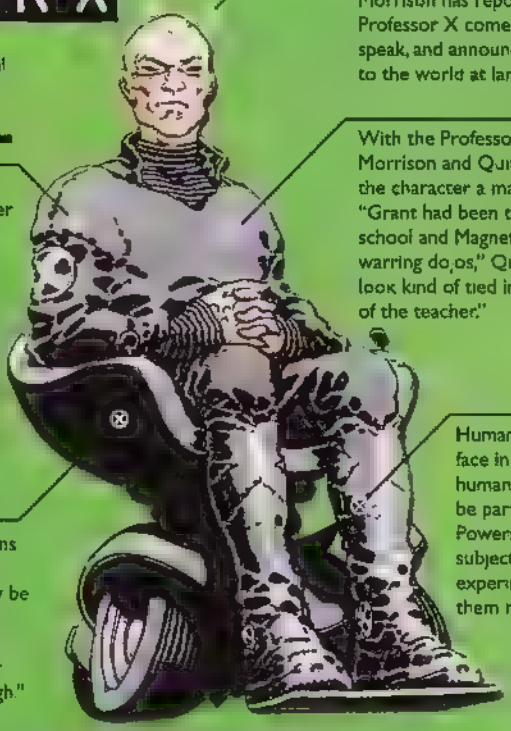
SUBJECT:

PROFESSOR X

The wheelchair-bound Professor Charles Xavier, head of Xavier's School for Gifted Youngsters, is the Earth's foremost telepath.

Professor X will take a much more prominent role in *New X-Men*, as writer Grant Morrison will be focusing more heavily on the school aspect of the team. "The Avengers is like a football team, the Justice League is the United Nations and the Fantastic Four is a family," he says. "Each of those things has got a core concept. With the X-Men, it was a school."

Though X-editor Mark Powers says fans can expect to see a "more aggressive" Xavier, the Professor won't necessarily be joining his students on all of their field missions. "That's more for physical reasons than anything else," the editor says. "He will be directing things, though."



Though no final decision's been made, Morrison has reportedly considered having Professor X come out of the closet, so to speak, and announce his status as a mutant to the world at large.

With the Professor's new battle togs, Morrison and Quitely were striving to give the character a martial-arts, sensei look. "Grant had been thinking of Professor X's school and Magneto's Brotherhood as two warring dojos," Quitely says. "The sensei look kind of tied in with that approach, that of the teacher."

Humanity will take on a new face in *New X-Men*. "There are humans out there who want to be part of the mutant race," Powers reveals. "And they subject themselves to grotesque experiments aimed at making them more than human."

Art by Frank Quitely

SUBJECT:

CYCLOPS

Professor X's first student, Scott Summers has an uncontrollable mutant power—concussive energy beams that are emitted directly from his eyes. Cyclops' force blasts are kept in check through the use of a ruby quartz visor.

Cyclops' uniform was really the basis for the overall team look, which began with an idea from Morrison. The writer ran across some black leather/rubber gear with day-glo panels on the internet and combined that look with the influence of the "X-Men" movie.

"Cyclops was an orphan who had a power he could not control. The only person who has ever helped him in his life is Professor X," Powers says. "He totally believes in what Xavier is doing, and will do anything to help further that."

Though he's the team's straight-shooting, no-nonsense field leader, Morrison refers to Cyclops as the *New X-Men*'s "space cadet."

Noticing Cyclops' visor had gotten heavier-looking since its initial version, Morrison asked Quitely to design something considerably narrower and sleeker. "I don't know if that has anything to do with the current '80s revival," Quitely says, "or if it's just for want of a change."

During Morrison and Quitely's second issue, Cyclops will find himself side-by-side with Wolverine in the midst of a Sentinel attack. "In a second, Cyclops gets into full battle mode," Powers reveals. "He's giving orders, saying, 'Do this, do that,' and Wolverine, half-joking, half-serious, says 'What I like most about you is your insane calm in the face of chaos.' That sums up Scott perfectly."

Art by Frank Quitely

SUBJECT:

JEAN GREY

A telepath and a telekinetic, Jean Grey is a founding member of the X-Men and married to Cyclops.

Jean's uniform is basically the same as Cyclops'. "But where Cyclops will always have his jacket zipped up so you can see the X properly on the front," Quitely suggests, "I don't suspect Jean will be quite as image conscious."

Marital problems or dream sequence? Yes, Jean's still married to Scott, but the cover to *Uncanny X-Men* #394 has Jean and Wolverine lip-locked. X-editor Powers can only smile, "Stay tuned ..."

Morrison's Jean Grey is a more confident character, a fact that's laid out in one of his early issues. Xavier's in the midst of explaining something to Jean and she breaks in. "I'm not Scott," she says. "So don't talk to me like that. Tell me the truth."

Jean doesn't share her husband's amazing reverence for Professor X. "Where Cyclops looks up to the Professor as a father figure," Powers says, "She considers herself more of a peer of Xavier's."

Jean will be the good girl of the *New X-Men* team. She's one of Xavier's core people and, like her movie counterpart, she'll be serving as a teacher at the school.

Quitely designed Jean with some pretty big shoes to fill. Or at least big soles, because the artist thought they looked nice. "Anytime I'm ever choosing footwear, it's always purely for the looks," he laughs. "These people are so good at everything they do, anyway. I'm sure they're just as good in high heels."

Art by Frank Quitely

SUBJECT:

ARCHANGEL

Warren Worthington's mutant power manifests itself in the form of two large, feathery wings. After spending some time as a razor-winged agent of Apocalypse Archangel's feathered wings returned. The blue skin, however, remains

In designing Archange's new uniform, artist Ian Churchill looked to a skydiver's jumpsuit for inspiration. "I just thought it felt kind of right," he says, 'seeing as Archangel spends most of his time in the air'

The tube-like yellow protrusions sticking out of Warren's costume are actually handles. Skydivers have little hand-hold panels on their jumpsuits so they can stay in formation in the sky. In Archange's case, they're there for rescue purposes. "It give people something to grip onto," Churchill says. "The idea sort of lends itself better to an airborne character"

Archangel's always been the protypical, blond-haired, blue-eyed all-American boy. Casey and Churchill felt a subtle change in his image would benefit the character, hence the new hairdo and the goatee

The possibility for conflict exists between Wolverine and Archange. "They've never been too close," Powers hints. "As a matter of fact, Archange used to hate him"

With massive feathery wings you might think Warren'd have an incredibly hard time getting in and out of this leathery X-Men uniform. Think again. Churchill says Archangel's costume "clips together in panels and zips."

Churchill originally intended on giving Archange a weapon, something to make him more of an offensive threat. "I wanted him to have something that shoots plasma halos," he says. "I thought that'd be kind of cool, but it didn't go through."

SUBJECT:

NIGHTCRAWLER

In addition to his blue skin and prehensile tail, Nightcrawler has the mutant ability to teleport short distances. His dark complexion allows him to blend into shadows.

Kurt Wagner's staying true to his Roman Catholic roots (he's still going to be a priest in training), and that element will be incorporated into his *Uncanny* costume. In other words, he's still going to have—as Churchill calls it—"the dog collar."

Churchill wanted to increase Nightcrawler's offensive output, so he suggested the furry blue X-Man should wield a plasma foil. "A bit like a lightsaber," the artist says. "Something he could carry around just in case he needed it." Writer Joe Casey eventually decided not to include the sword, but Churchill's holding out hope.

Of all the characters on the team, Nightcrawler's got the most traditional X-uniform. "It has the same leathery look, but it's far more similar to a costume," Churchill reveals. "It needs to be versatile to allow him to use his mutant powers to their fullest extent."

SUBJECT:

BEAST

A genetic, Dr Henry "Hank" McCoy's mutation lies in his beast-like form, an altered shape that grants him increased strength and dexterity.

As if living as a furry blue mutant wasn't hard enough before. Beast undergoes further mutation, courtesy of the increase in mutant activity on earth. "When you see him now you'll see the Beast," Morrison says. "Everyone can recognize him."

When you pick up *New X-Men*, Beast's change will already have happened. To get one last look at the old Hank, check out the first few issues of Chris Claremont's *X-Treme X-Men*, beginning in May which will feature the last story starring the more-familiar looking Dr McCoy

Morrison didn't leave all the design work to his *New X-Men* partner. "Grant sent me some pages," Quitely jokes. "He'd had sketches of the Beast and sketches of Cyclops he'd done...which I laughed at. They were a starting point, though."

Quitely definitely prefers the Beast's new X-Men uniform to the character's more traditional one. "Before now, he wore a pair swimming trunks," he laughs. "Putting clothes on him seemed the decent thing to do."

The design for the Beast's new look came from an obscure French film by director Jean Cocteau called "La Belle et La Bête." "That's 'Beauty and the Beast' in French," Quitely says. "There's elements of that movie in the final design, as well as elements of your classic fairy tale Beauty and the Beast."

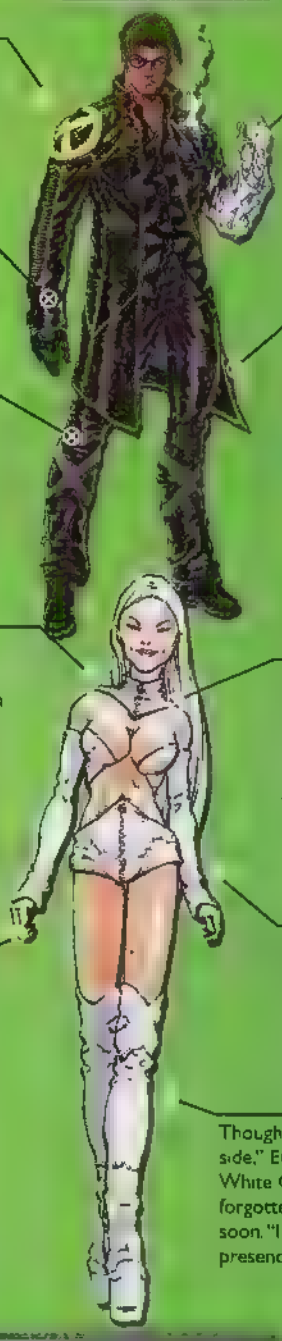
Beast art by Frank Quitely, Archangel and Nightcrawler art by Ian Churchill

SUBJECT: ICEMAN

Bobby Drake has the power to manipulate the moisture in the air to create ice a power artist Ian Churchill says the wise-cracking mutant hasn't yet fully tapped into.

As per the norm, Bobby will supply some comic relief for his teammates, using a well-timed wry comment here and there to keep his buddies loose. "He's always been the joker always been the funny guy," Powers says.

Iceman's uniform essentially consists of street clothes with a slight X-edge. With his cool Oakley shades and hip floral print shirts, Bobby dresses a lot like *Uncanny* writer Joe Casey. Churchill laughs, "Pretty much. Joe probably would not admit to that, but I think that's what he wanted."



Readers shouldn't expect to see Bobby icing up as much as he used to. A good majority of the time he'll focus his powers solely through his hands. "He can channel it better that way," Churchill says. "And it gives him a degree of additional control over his powers."

Iceman obviously spends a lot of time at the Leather Warehouse. His jacket's longer than most of the other characters', and every time he ices up, his coat gets brittle and breaks. "He goes through quite a few leather jackets like that," Churchill says.

SUBJECT: EMMA FROST

A former enemy of the team, the telepathic Emma Frost once ran Xavier's sister school in Massachusetts. She doesn't appear in *New X-Men* until the third issue of the Morrison/Quitely run. When she does show up, she'll be sporting some new powers. As a result of the recent upswing in the whole mutant phenomenon, her telepathic powers go bye-bye, replaced by the ability to turn into organic diamond.

Similar to the way that Wolverine has been softened over the years, Emma sort of lost her edge as a school headmaster in *Generation X*. Don't expect to see her softer side in *New X-Men*, though. Says Powers, "She's definitely going to be the team's bitch."

Okay, so how does Emma's costume stay on? The key, Quitely says, lies in watching celebrities like Jennifer Lopez at award shows. "You'll learn all about the magic tape stuff," he laughs. "But that wasn't foremost in my mind when I was designing the concept."

"She's beautiful, a diamond sculpture," Morrison says of the new version of the character. "She's indestructible . . . the one with diamond-hard skin that can punch through walls. And she's got a platinum credit card, as well."

Though she's made the transition from the "dark side," Emma's villainous roots—her history as the White Queen of the Hellfire Club—won't be forgotten by any of her new teammates anytime soon. "I think everyone will be wary of her presence on the team," Powers suggests.

Emma Frost art by Frank Quitely,
Iceman art by Ian Churchill

ROSS REDESIGNS THE X-MEN!

Did you know Alex Ross was hired to do some redesigns of the X-Men? Although Marvel chose not to go with them, you can see what he came up with in Wizard's all-new X-MEN SPECIAL. Also see a complete Q&A with all the new X-creators, previews of the kickoff X-Men comics and the best X-stories ever!

On sale April 25 at comic stores and on sale May 8 at newsstands! Reserve your copy now!

SUBJECT:

CHAMBER

For all intents and purposes, Chamber is a teenager whose body is going crazy. He's constantly struggling to control his explosive energy powers. "The allegory to teenagers is perfect," Casey says. "He's got the worst case of acne ever—his whole face is exploding."

Casey considers Chamber the coolest-looking character in *Uncanny*. "His tragedy is literally written all over his face," the writer says.

Churchill originally planned on having Chamber cover up his energy emissions with the costume, but Casey preferred to keep the character's mutation out in the open. "Joe wanted to have it on display all the time," the artist says. "He likes the idea that mutants shouldn't be ashamed of their powers, and they should be there for all the world to see, no matter how flamboyant or drastic they may be."

Like the rest of the *Uncanny* team, Chamber doesn't wear a mask. He does wear headgear however—a pair of modified snowboarding goggles. "Joe and I figured that anybody who has their eyes exposed to that sort of energy for any length of time would eventually have some sort of problems with their eyesight," Churchill says. "The goggles are meant to minimize that, really."

Uncanny writer Joe Casey sought to keep Chamber's look dark and Gothic, but artist Ian Churchill opted to take the character in more of an "extreme-sports direction." "He's gonna be wearing more sort of snowboarding-influenced clothes as time progresses," Churchill says.

Until this point, Chamber's covered his energetic mutation with a leather jacket or a scarf. "Seems a bit odd to me," Churchill says. "A scarf would have its problems, I'd imagine."

Chamber art by Ian Churchill

PLAN X

May's gonna be a massive month for the X-Men, as Marvel unveils new creative teams, new costumes and new powers for its Merry Mutants. How's it all gonna tie together? Take a look.

NEW X-MEN

When Grant Morrison and Frank Quitely's run begins, the Marvel Universe is in the throes of a new mutant phenomenon. Mutant births are on the rise, and a lot of strange things will have happened, including the further mutation of already-existing mutants.

And on the off chance that won't cause enough havoc, Morrison will sound the death toll for humanity, revealing scientists have discovered the extinction gene inside the members of the human race.

"Humankind will be extinct within four generations, and suddenly they all go, 'Now what?' The basic idea I wanted to go with is that mankind is in trouble, reversing the last 40 years of the X-Men where it's the mutants who were in trouble," Morrison says. "With that, the war between man and mutant heats up outrageously."

"It's a war that'll draft some new soldiers: a new Angel and the Man from Room X."

Angel appears in the writer's second arc. "She's one of these kids you see on Jerry Springer saying, 'I'm a bad-ass.' She just wakes up in this cocoon one morning," he says. "She's got fly wings and she can vomit and do all this horrible fly-type stuff."

Details on The Man from Room X remain scarce. "He's the first mutant," Morrison hints. "And we'll find out at the end of the year that he has the most deadly secret of all."

UNCANNY X-MEN

While *New X-Men* deals with events in and around Xavier's School, *Uncanny X-Men* thrusts the other team into global adventures, dealing with political topics like ethnic cleansing and hate-crimes.

"It's taking the core X-Men concepts and looking at it from just a slightly skewed angle," writer Joe Casey says.

In their first issue, Casey and Ian Churchill will introduce a new villain named Warp Savant, a mutant with the power to take things in his general vicinity and draw them directly into his brain.

Keeping with the theme of their book, the *Uncanny* creators will set the villain named Mr. Clean as a genetic cleanser of mutantkind.

"He's basically a version of a white supremacist," the writer says. "He hates mutants. He wants to kill them, burn them off the face of the earth."

"That's more what the villains that we're going to introduce will learn to, more of that sort of hate-crime stuff." ■ CT

WARP SAVANT

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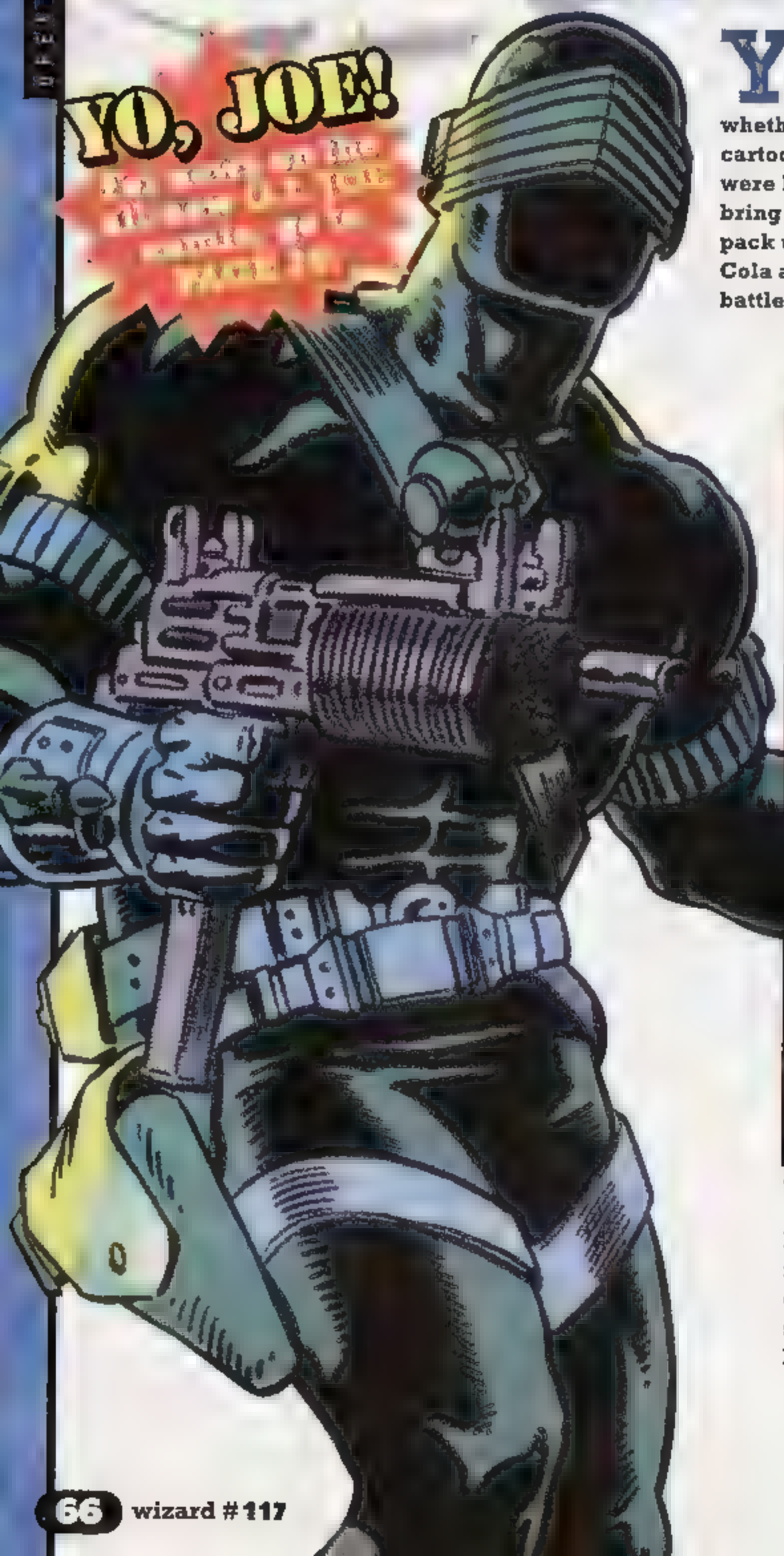
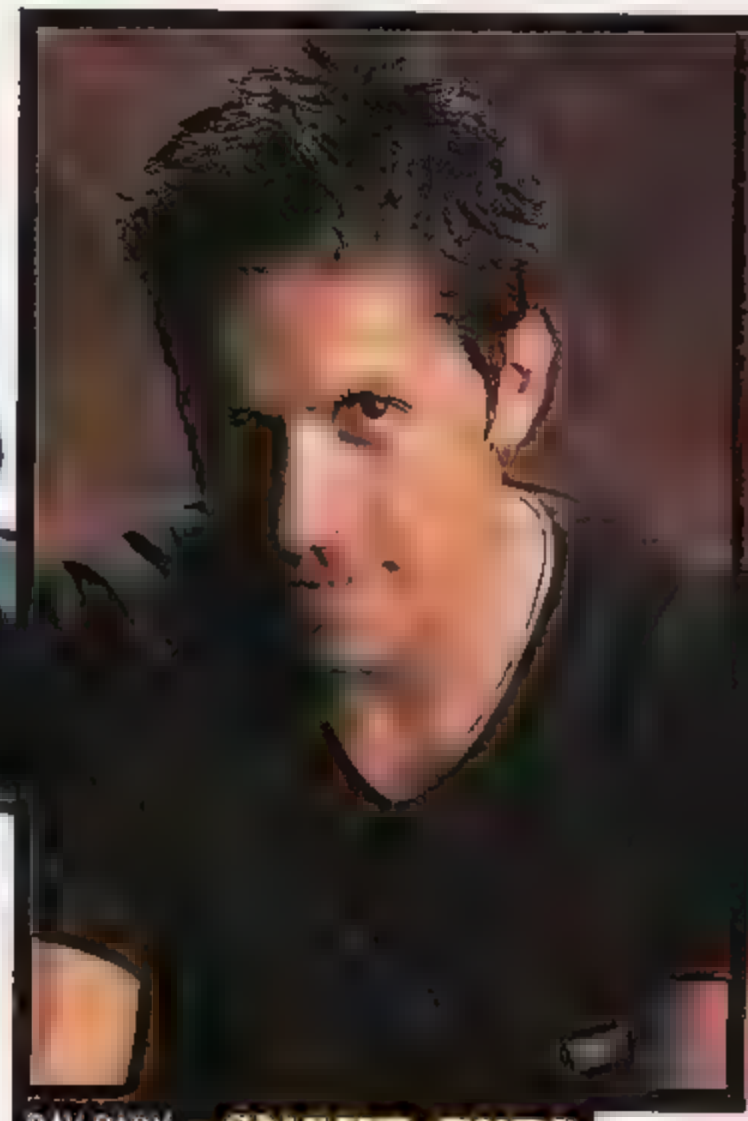
CASTING call

'WIZARD' casts the G.I. JOE MOVIE!

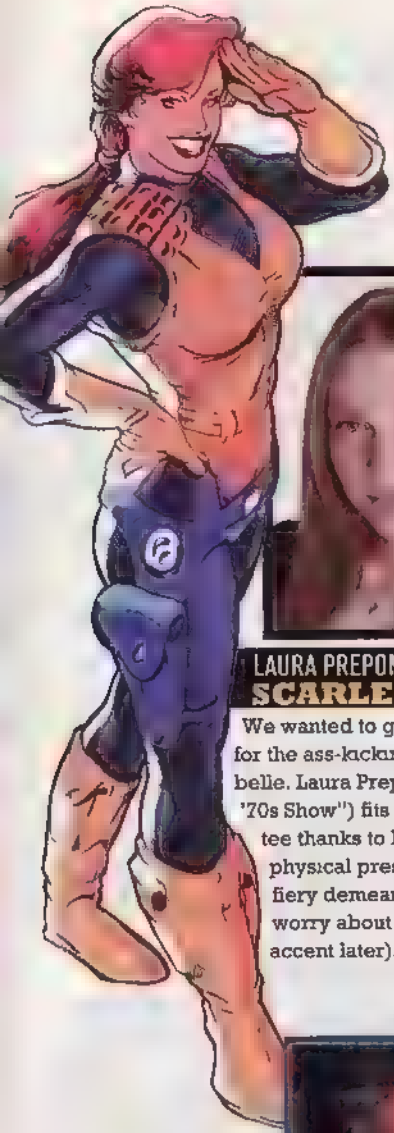


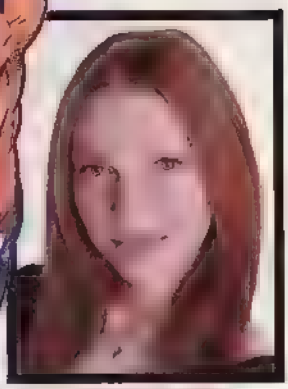
Yo, Joe! That's right, real American heroes: Eighties nostalgia is running rampant right now, and G.I. Joe—whether it's the comics, the toys or the cartoon—captured our imaginations when we were kids. Twenty years later, and it's time to bring the Joes back to life—on the big screen! So pack up your gear, grab a six-pack of Yo Joe Cola and load your M-16, 'cuz it's time to go into battle with G.I. Joe—WIZARD-style!



RAY PARK as SNAKE-EYES

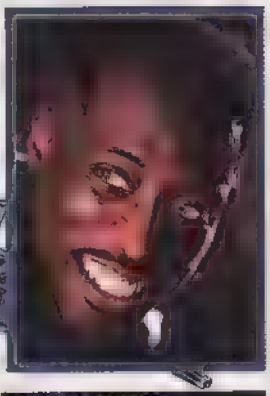
Comic book movies are old hat for Park ("X Men," "Star Wars: Phantom Menace"), and he's got all the right martial art moves to portray the Joes' deadliest ninja. Plus, Snake-Eyes is mute, so we wouldn't have to worry about Park's Scottish accent!





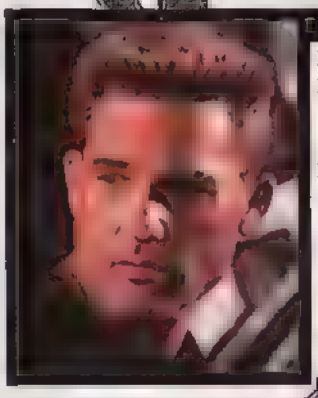
LAURA PREPON as
SCARLETT

We wanted to go younger for the ass-kickin' Southern belle. Laura Prepon ("That '70s Show") fits the bill to a tee thanks to her towering physical presence and fiery demeanor. (We'll worry about the Southern accent later).



WESLEY SNIPES as
STALKER

Stalker is the baddest mutha on the block, so it's a no-brainer that Wesley Snipes ("Blade")—thanks to his martial arts training—should play the team's ranger.



KURT RUSSELL as **FLINT**

Kurt Russell has played a lovable badass in practically every film he's ever made ("Soldier," "Escape from New York"), so he's a natural to take on the role of Flint, the lovable top infantryman of the Joes.

MICHAEL CLARKE DUNCAN as
ROADBLOCK

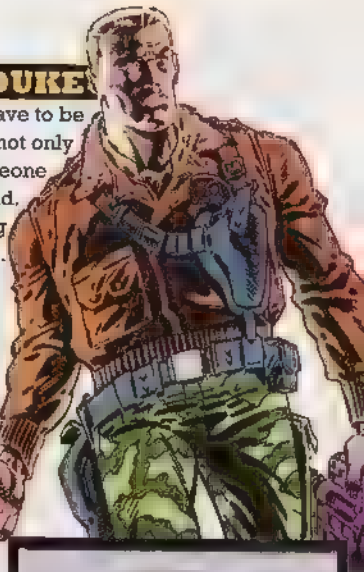
Roadblack fires a .60 caliber heavy machine with one hand, and that feat demands a man of giant strength. So why not cast Michael Clarke Duncan ("The Green Mile") a man who is literally a human roadblock?

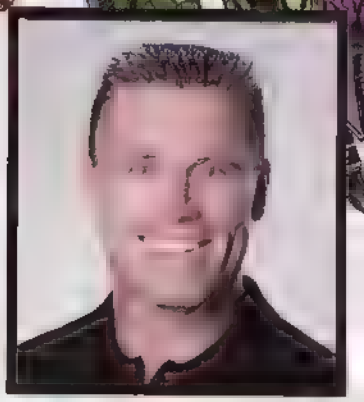
CATHERINE BELL as
LADY JAYE

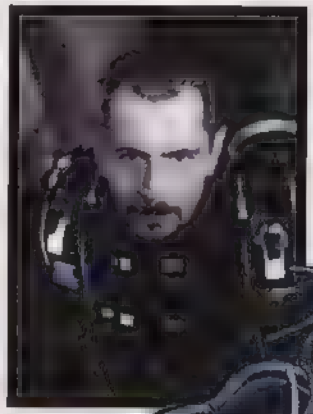
Catherine Bell suits up in fatigues every week as one of the military's finest lawyers in "J.A.G." Now she'll get a chance to suit up and kick Cobra ass as the Joes' resident intelligence expert.

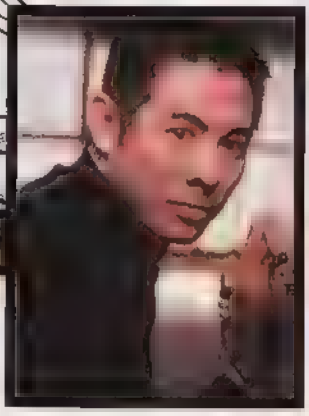
HOWIE LONG as **DUKE**

The Joes top sergeant would have to be played by someone not only physically imposing, but someone possessing an iron will to lead. Former NFL great Howie Long boasts just such a résumé.







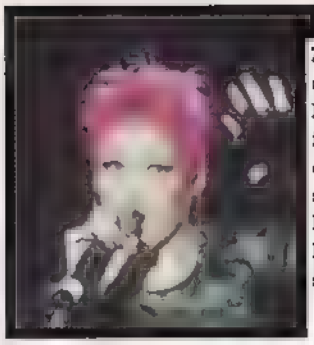


JET LI as
STORM SHADOW

In our minds, no one else could pull off the moves of the redeemed but deadly ninja Storm Shadow as well as Jet Li, the Hong Kong action star who kicked ass in "Lethal Weapon 4."

GARY OLDMAN as
COBRA COMMANDER

The mercurial Oldman plays psycho villains ("Hannibal," "The Professional") to perfection, and can easily pull off playing the evil, cunning leader of the terrorist organization known as Cobra!

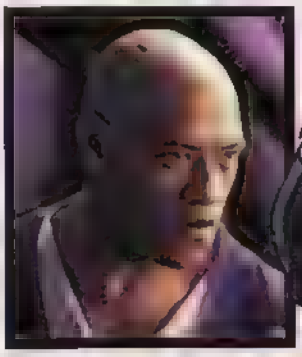


PINK as ZARANA

Zarana, the chaos-causing leader of the Dreadnoks (after Zartan flaked out and went his own way), sports a shocking mane of pink hair, so she could easily be played by pop-singing sensation Pink.

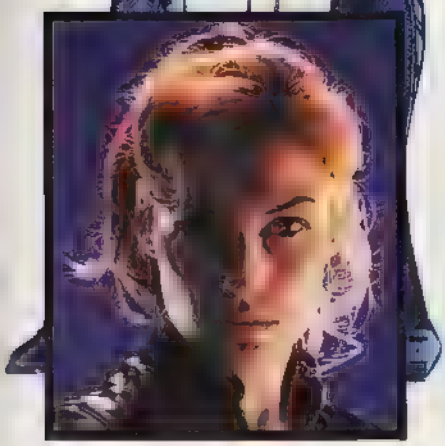
FAMKE JANSSEN as THE BARONESS

Janssen oozes both evil intent and sexuality in "Rounders," and she sported black leather for her role as Jean Grey in "X-Men," so she's a perfect choice to play Destro's leading lady and second-in-command of Cobra.



LAURENCE FISHBURNE as DESTRO

Yeah, Destro's supposed to be a Scottish lord, but we'd opt for a cool voice to go with that sinister-looking metal mug. For that, you'd need the ultra-cool Lawrence Fishburne ("The Matrix") to give voice to Cobra's weapons maker.



Mike Cotton, Andy Serwin, Dan Reilly and James McDonough all contributed to this Casting Call.

QUIET ON THE SET!

COMING attract

CATTLE DRIVE

Top Cow Productions stampedes Hollywood with seven film/TV projects

Top Cow loves it when a plan comes together. After conquering comics and ruling the racks with hits such as *Darkness*, *Witchblade* and *Fathom*, Top Cow's branching out to take over Hollywood.

"Comics will always be our first goal at Top Cow," said Image co-founder and Top Cow head honcho Marc Silvestri. "But comics aren't all we're interested in. And since we're right here in L.A., why not make some movies, too?"

After TNT's huge success with last summer's "Witchblade" television movie starring Yancy Butler as Sara Pezzini—look for the first of 13 first-run episodes to debut sometime in June—movie and TV execs have been banging down the Cow's door. And the Cow's been banging right back.

Already, the company has snatched up the rights to the "A-Team" movie, based on the popular '80s NBC series of the same name. Written by Kevin Brodbin ("The Glimmer Man"), "A-Team" represents a dream come true for Silvestri.

"We're all really excited about what's going on here," Silvestri said. "The 'A-Team' movie won't be a comedy, but it'll definitely be a lighter action-adventure movie. It'll have action like 'Mission Impossible.' It's a dream to do. I used to watch 'The A-Team' all the time. After 'Charlie's Angels' did so well, I'm sure this one will make it. We want to update it but keep its same feel—it won't be dark, it'll be a four- or five-guy buddy movie."

Also in the early planning stages is a TV series based on the *Magdalena* series by Joe Benitez and Marcia Chen. Silvestri said that while he's very happy with the "Witchblade" movie and that the series has been picked up f or 13 episodes this summer, the "Magdalena" series will be closer to the comic book fans are used to.

Another feature on the launch pad is the John Woo project, "The Cleaner." Although it's not a comic book property, "The Cleaner" is another idea that came out of Top Cow's studio environment.

"This is one of the projects I'm the most excited about," Silvestri said. "It's

COW POKES The beloved A-Team could get the feature film treatment, thanks to Top Cow.

Original A-Team photo: Everett collection; Witchblade, Frank Ockentels: © 2000 TNT Inc., Tommy Lee Jones, George Clooney: © 2000 WB: Jim Carrey, Ving Rhames: © 1999 Paramount Pictures.

HOLLYWOOD AND TV STUFF THAT YOU CARE ABOUT

TOPS

FATHOM

not based on a comic, but it's a great story of a guy who 'cleans' crime scenes and plays with reality. And John Woo? Working with him in any capacity is a real treat."

Long-time television writer J. Michael Straczynski has also brought a ton of attention to Top Cow with his two comic series *Rising Stars* and *Midnight Nation*—both of which have raised eyebrows in Hollywood. In fact, *Rising Stars*, which tells the 24-part story of 113 people gifted with special powers, has already been optioned by MGM and, according to Straczynski, might be one of a series of epic films.

"When they first brought it to me they told me they wanted a trilogy of movies," said Straczynski, who's writing the screenplay for the films. "I gave them an idea of what happened in each act and they went nuts for it. In fact, they told me to make the script more like the comics."

Midnight Nation, which focuses on a detective who's searching for his soul, has only seen five issues printed, but already both TV and movie companies have expressed interest in the project.

Also still in what is often referred to as "development hell" is Mike Turner's long awaited "Fathom" movie. According to Silvestri, the project is still at Fox Animation, but with the script finished it could be converted into a live-action film with just a few small tweaks.

"I think Mike [Turner] still wants to see *Fathom* as an animated movie," said Silvestri. "But with special effects as advanced as they are, there's no telling how good a 'Fathom' live action would look."

With Top Cow becoming a huge player in Hollywood circles, Silvestri wants to make sure fans know the company won't forget about its comic shop fans.

"Top Cow was founded to make comics," Silvestri said. "We'll never give that up. In fact, expect more of the same—just with some bonuses like video games and movies added in." ■ MIKE COTTON

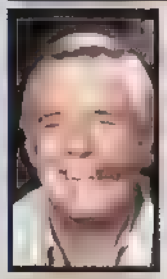
THE A-LIST

Hey, if Top Cow's gonna produce "The A-Team" feature film, we're *so* there! That's one TV property that'd kick ass on the big screen.

But here's the kicker—the Cow has to let us cast it! Here's who we'd like to see take over the roles of our favorite mercenaries!

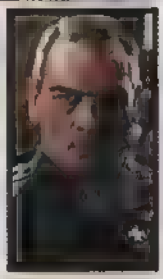
THEN ◄ ► NOW

HANNIBAL SMITH



GEORGE PEPPARD

Tommy Lee Jones could pull this part off in his sleep. He's got the military background in films like "Rules of Engagement" and he's done over-the-top camp in "Batman Forever." Both elements are necessary to portray the gruff but lovable Colonel John Hannibal Smith.



TOMMY LEE JONES

B.A. BARACUS

MR.T

Ving Rhames busted heads in "Pulp Fiction," he played it cool in "Out of Sight," and he played it smart in "Mission: Impossible." All three are key ingredients to play the A-Team's resident badass Mr. Fixit, B.A. Baracus.

VING RHAMES

H.M. HOWLIN' MAD MURDOCK

DWIGHT SCHULTZ

This was far and away the easiest pick in the bunch. Howlin' Mad was well known for his manic antics, and who does antics better than Jim Carrey? If you've seen Carrey in any of his comedy roles ("Dumb and Dumber," "The Mask," "Me Myself and Irene"), then you know this is a no-brainer.

JIM CARREY

TEMPLETON PECK, THE FACE MAN

DIRK BENEDICT

The Face Man was revered for his ability to get anything he wanted—including all the hot babes he could ever desire. If there's one guy in Hollywood who owns a golden tongue and can do the same, it's George Clooney ("Out of Sight.")

GEORGE CLOONEY

PAUL DINI GETS HIS 'JAY' IN THE SUN

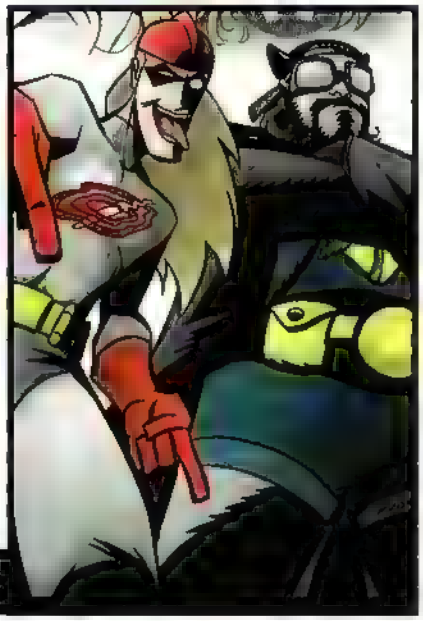
Schreck, Hamill and mystery Marvel hero also nab mini movie roles

Give him credit for one thing: Kevin Smith is true to his word.

After giving Marvel Comics Editor-in-Chief Joe Quesada a bit part in his new flick, "Jay and Silent Bob Strike Back," the fanboy filmmaker vowed he'd start "casting from the DC talent pool."

And he did. Bob Schreck, Smith's editor on *Green Arrow*, has made a cameo appearance in the film, and "Batman Adventures" co-creator Paul Dini has also grabbed some face time in front of the camera.

"I was thrilled and delighted," said Dini. But it didn't come without its minor difficulties. Dini had two lines, which he said he "rehearsed all weekend." But upon reaching the set, one of his lines was given to another actor. "Kevin felt kinda bad, so he said, 'Well, ad-lib something else.' We came up with something new on the spot. It was a hoot."



SILENT MOVIE Don't expect many quiet moments of introspection in "Jay and Silent Bob Strike Back."

Dini had a hoot in another way, too—working with "Star Wars" actor and longtime friend Mark Hamill, who does the voice of the Joker for Dini's "Batman" cartoons. Although specifics of Hamill's part are under wraps, Dini did mention that Hamill plays "a classic bad guy, just like the Joker."

And that ain't all. On day 40 of production, Smith got final approval for an actual Marvel Comics character to make a cameo appearance. No, it ain't Spider-Man, whose rights are held by Sony. "But it is a character close to my heart," Smith said.

"Jay and Silent Bob Strike Back" is due in theaters August 10. ■ JIM McLAUCHLIN

'UNLIMITED' OPPORTUNITY

TV's Justice League Unlimited crashes into regular DC Universe

If Harley Quinn can do it, why not the Justice League Unlimited?

Following in the footsteps of everyone's favorite mischievous minx, the JLU makes the big jump from the small screen to the printed page this May.

The Justice League Unlimited first appeared on the Kids' WB! cartoon series "Batman Beyond" last fall in a two-parter called "The Call," which featured a futuristic Justice League team courting Terry McGinnis to join the team in order to ferret out a traitor. The JLU now cross over to the comic universe of *Batman Beyond* when they debut in issue #21 to help Batman battle a new villain called Blackhght.

Leading the JLU is an older, wiser, even more powerful Superman—who bears more than a passing resemblance to his *Kingdom Come* persona. The rest of the team consists of familiar heroes with new twists: Big Barda (a.k.a. the wife of Mr. Miracle), an Amazonian-like warrior from New Genesis and the team's second-in-command, Micron, a young African-American man whose atomic powers allow him to change size at will; Aquagirl, who possesses all the powers of her father, the former Sea King Aquaman; Warhawk, an amped-up version of Hawkman; and Green Lantern, an 8-year-old Asian child who may be the next Dalai Lama.

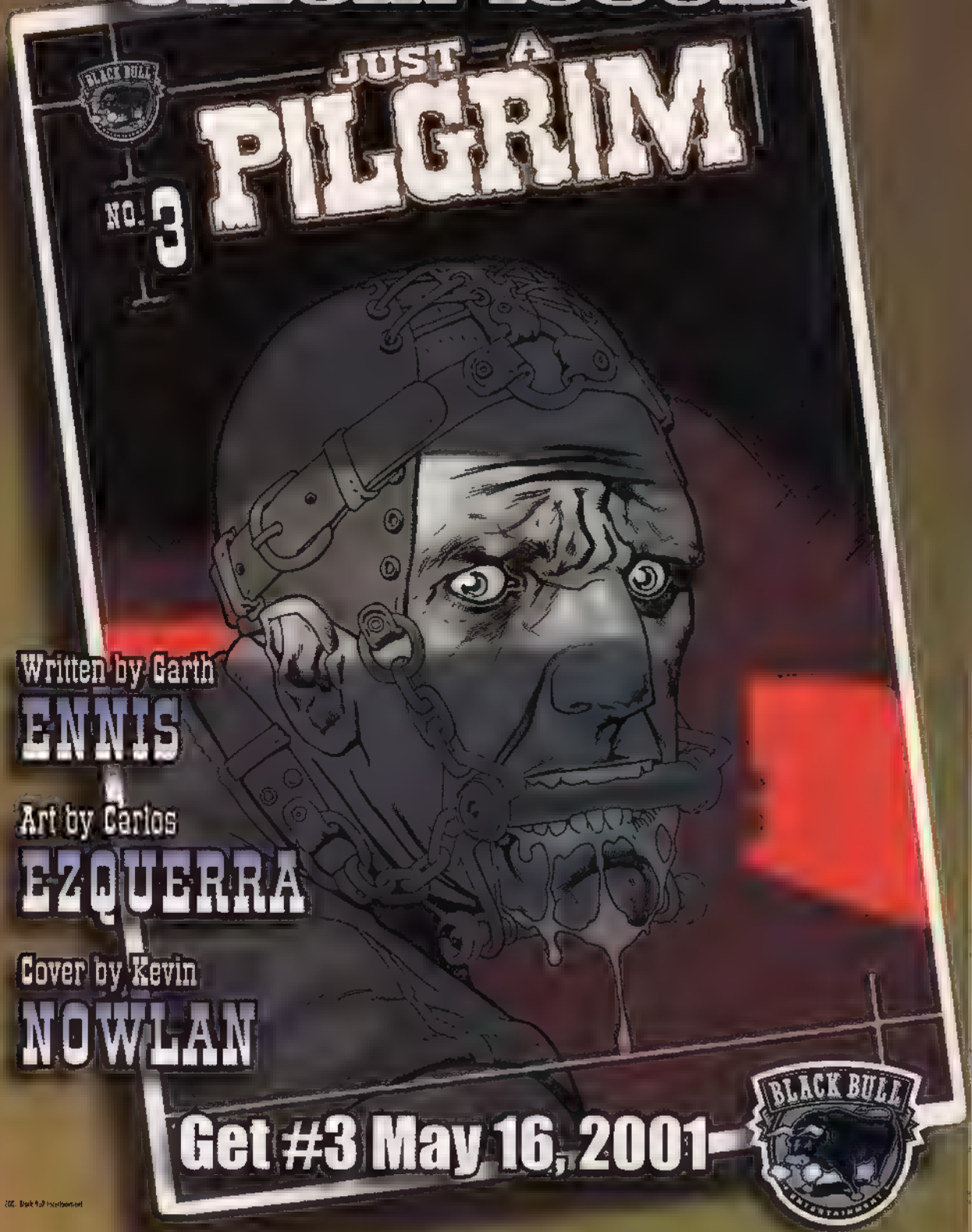
THE JLU (L. to R) Big Barda, Green Lantern, Superman, Warhawk and Aquagirl.

But don't send in a check for your subscription to a *JLU* comic just yet. DC said there are currently no plans for the JLU to show up in the mainstream DC Universe, and even future appearances can't be guaranteed.

There's still hope, though. Remember—Harley Quinn eventually made the jump from the "Batman: The Animated Series" TV show to mainstream DC comics.

And it only took her seven years. ■ DEANNA DESTITO

the OUTRAGEOUS ORIGIN ISSUE!



TRAILERS...

DUKE OF 'SMALLVILLE' John Schneider, star of the cult-classic TV show "The Dukes of Hazzard," joins the cast of the WB's "Smallville," the show based on the adventures of a young Clark Kent. Schneider will play Clark's adoptive father, Jonathan Kent. In other casting moves, Cynthia Ettinger portrays Martha Kent, Michael Rosenbaum lands the role of the young Lex Luthor and Sam Jones III has been cast to play Pete Ross.

'BLOOD' DONOR The Acclaim Comics' property Bloodshot is being developed as a feature film by Brigade Entertainment, possibly with WWF superstar Triple H in mind for the part of the superpowered assassin. The treatment of the film is being written by none other than Brian Azzarello, writer of such Vertigo/DC hits as *Hellblazer* and *100 Bullets*.

SHAQ ATTACKS 'STATIC' NBA superstar Shaquille O'Neal of the Los Angeles Lakers will make a guest appearance on an episode of the Kids' WB! Saturday morning cartoon "Static Shock" next season. Shaq will portray himself in the story. This is the second time O'Neal has flirted with superheroics. In 1997, the self-professed Superman nut played Steel in the feature film of the same name.

VASQUEZ INVADES NICKELODEON Jhonen Vasquez, best known for his work on cult comic hits like *Johnny the Homicidal Maniac*, *I Feel Sick* and *SQUEE!* for Slave Labor Graphics, has a new show running on Nickelodeon called "Invader Zim." Vasquez serves as head writer for the show, which tells the story of a bumbling alien invader who masquerades as an elementary school kid to pave the way for his home planet to take over Earth. The show debuted March 30 in the 9 p.m. (EST) timeslot. Check out your local TV listings for more programming info.

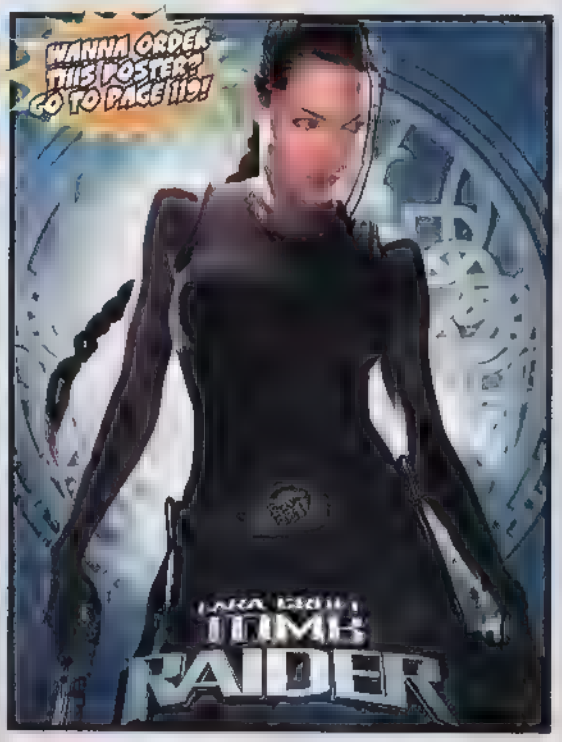
INCREDIBLE, DIGITAL HULK In a published report in *Entertainment Weekly*, director Ang Lee and producer James Schamus discussed the possibility that the Hulk character in the live-action film could be entirely computer generated. According to Schamus: "If we do it, it's only because we believe that we can create a superhero-monster movie nobody has ever seen before."

'BATMAN' DVD BUZZ Warner Bros. reportedly has plans to release all of the live-action "Batman" in time for the Christmas season, both in separate packaging and as part of a boxed set. Stay tuned for updates on special features and Easter eggs.

POSTER MANIA Want your very own souvenir from the upcoming Paramount flick "Tomb Raider"? Well then pick up the official movie poster!

This awesome poster–sporting an image of the beautiful Angelina Jolie, who plays Lara Croft in the film–can be yours in an exclusive offer right in this very issue of WIZARD! Head over to **page 119** for details! Speaking of souvenirs, did Jolie pick up anything cool while shooting all over the globe? "I have a snakeskin from Cambodia," Jolie notes. "I also have the bungee harness that the prop department gave me. And I'm also having the guns sent over, because I got really, really close to them. I want them here with me." Home intruders take note: Steer clear of the Jolie household!

DON'T LEAP; JUST BEAM! According to recent buzz, Scott Bakula, who played a time-traveling scientist on the cult hit TV show "Quantum Leap," is reportedly in talks to play the lead role in the new upcoming Star Trek TV show, which could possibly air on NBC, the home of the original "Star Trek" series starring William Shatner and Leonard Nimoy.



'MIB' NOTES Patrick Warburton, star of the upcoming Fox series "The Tick" and best known for his role as Puddy on "Seinfeld," has reportedly been offered the role of Will Smith's partner in "Men in Black 2." In other casting news, Rosario Dawson ("Josie & the Pussycats") is in negotiations to play the female lead in the sequel (and a possible love interest for Smith?).

'BALL' BOY Dan Cortese, best known for his work on MTV Sports, has signed on to play the male lead in the upcoming Fox pilot based on Scott Lobdell's comic series *Ball & Chain*. Cortese, who also did a comedic stint on NBC's "Veronica's Closet," plays the husband in a feuding married couple that gains superpowers. The catch? The duo, who hate one another, can only work their powers successfully when they're together.

SHORT TAKES Columbia Pictures has approved the pitch from Todd McFarlane on the "Spawn" movie sequel. The movie now moves into the very early stages of pre-production, meaning the script is being worked on...The "Zen: Intergalactic Ninja" film from Surge Entertainment is set to begin shooting principal photography in China this summer...Anthony Michael Hall, who played geeks in the 1980s in films like "Sixteen Candles" and "Breakfast Club," will play the lead role of John Smith in the UPN pilot of "The Dead Zone," based on the novel by Stephen King of the same name. ■ THE WIZARD STAFF

Xena © 1999 DC Comics. Batman Returns © 1992 WB

The Lord of the Rings™

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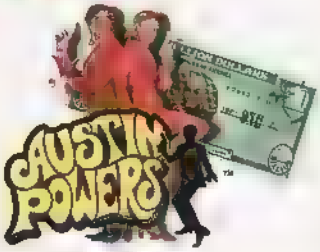


UNIQUE LICENSED COLLECTIBLES

dot.comics

COOL COMICS-RELATED STUFF ON THE INTERNET

WEB OF SPIDER-MAN

Interviews, costume designs highlight official movie site

After spinning more than a few webs in his lifetime, it's only fitting that Spider-Man gets his due *.on* the Web. With the "Spider-Man" movie still a year away from its May 2002 opening date, Columbia Pictures (a division of Sony Pictures Entertainment) has kicked its "Spider-Man" online initiative into high gear with the most ambitious movie-based Website in the company's history.

"Normally, when we launch a teaser site it ends up just being a landing site and a place to register," explained Dwight Caines, vice president of Internet strategy for Columbia Pictures worldwide marketing. "We're out a year ahead of the movie and it's really going to be robust. We want to pay off people's early interest."

SITE TO BEHOLD Columbia Pictures' official Spider-Man movie Website is jam-packed with features and can be customized to each individual's visit to the page.

The site (**www.sony.com/spider-man**) is highly interactive and based on personal choices, according to Caines. From which stars visitors are most interested in to what specific news they want to read about will make each person's experience different as they log on to the Website. Also, signing up for free membership on the site enables fans to see content non-members won't be able to view, such as the huge press event held in early January where most of the cast was introduced and answered questions.

"We'll make that video searchable," Caines said. "If you want just [Spidey actor] Tobey [Maguire's] answers or only questions dealing with Spider-Man, you'll be able to search for it.

"We're also going to introduce a really early look for members of the great work Imageworks is doing on the movie," he said enthusiastically, referring to the studio working on computer-generated effects for the "Spider-Man" film. "We have a really in-depth look at the costume exploration, so sketches and final costume designs are going to go up and an interview with the costume designer is all there. We also created a concept video that's sort of a teaser of the experience, with [director] Sam Raimi talking about the project and sketches and things like that."

While fans may have grown used to getting their "Spider-Man" movie news from the highly successful **www.spidermanhype.com**, Audrey Marco, vice president and general manager of Sony Pictures Digital Entertainment's "Agency" group, wants fans to know the two sites won't compete—they'll work together.

"It's a totally symbiotic relationship," said Marco. "We've already allowed them access and a hand in publicity. We very, very much embrace the fans' sites. We want to make sure we're different from other studio Websites. We want multiple destinations for 'Spider-Man.'"

Caines agreed and said he hopes fans just don't visit the site but help his team decide what goes on it.

"We want to get people involved and make them a part of the 'Spider-Man' movie," expressed Caines. "This is really built around the fans, not around traditional marketing. We want fans to post art and shape the feel of the site. We're going to let fans make this successful." ■ **MIKE COTTON**

Spider-Man TM Marvel/© 2001 Columbia Pictures. screen shot courtesy of Sony Digital Entertainment

SURF REPORT

"I visit www.crossgen.com most often, of course, because it's home. The message boards provide a great chance to interact with the fans. I'm a big sports fan, and now that I'm living in Tampa, I visit www.mets.com and www.giants.com all the time to keep up with my hometown teams in New York. And I listen to New York–based WFAN sportsradio audio clips on www.wfan.com. And then there's www.starwars.com–who doesn't love 'Star Wars'?"

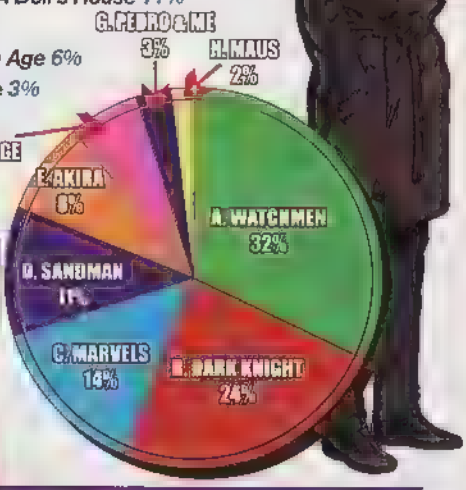
–*RON MARZ*, writer of *Mystic* and *Scion*

Paul Schmidt

SURVEY SAYS...

IF YOU WERE STRANDED ON A DESERTED ISLAND, WHICH OF THE FOLLOWING TRADE PAPERBACKS WOULD YOU MOST WANT TO HAVE WITH YOU?

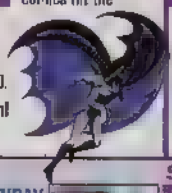
a. Watchmen 32%
b. Batman: The Dark Knight Returns 24%
c. Marvels 14%
d. Sandman: A Doll's House 11%
e. Akira 8%
f. The Golden Age 6%
g. Pedro & Me 3%
h. Maus 2%



To get in on the next Wizard poll, visit WizardWorld.com and cast your vote!

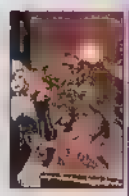
ONLINE DATEBOOK

TUES MAY 1 — EVENT *Batman* comics hit the streets in 1939. www.geocities.com/border5150.geo/batman.html



WED 2 — TODAY *Uncanny X-Men* #394 (Marvel). New team of Joe Casey and Ian Churchill. www.x-page.net

THURS 3 — THIS WEEK *JLA: Incarnations* (DC). Seven-issue mini-series co-starring the JSA. fly.to/jsalegacy



FRI 4 — DEBUT 1964: "Another World" premieres on NBC. For a hero from "another world" go to www.angelfire.com/sc/startreking/superman.html

SAT 5 — BIRTHDAY Lance Henriksen ("Alien," "Millennium") turns 61 www.geocities.com/lancepaface/

SUN 6 — BIRTHDAY George Clooney (*Batman & Robin*) is 40! www.clooney devotees.com/

MON 7 — INVENTION 1912: First machine gun-equipped airplane. For a story on *100 Bullets*, see www.messenger-inquirer.com/features/education/266365 6.htm

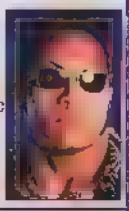
TUES 8 — THIS WEEK *The Mummy: Valley of the Gods* #1 (Chaos!). Based on the movie. www.themummy.com/

WED 9 — TODAY *X-Treme X-Men* #1 (Marvel). New X-book by Chris Claremont and Salvador Larroca. planetx.fanhosts.com/

THURS 10 — THIS WEEK *Super Friends* TPB (DC). www.seanbaby.com/super.htm

FRI 11 — THIS WEEK *Monster World* #1 (WildStorm) Four seven-year-old kids awaken to a nightmare in deep space. Written by Scott Lobdell. www.scottlobdell.com/

SAT 12 — THIS MONTH *The Rock* #1 (Chaos!), starring the charismatic wrestler www.rock fever.net



SUN 13 — HOLIDAY Mother's Day! Kiss yer ma today! And buy her flowers! And take her to dinner! www.holidays.net/mother/

MON 14 — BIRTHDAY George Lucas ("Star Wars") turns 57. www.geocities.com/Hollywood/Boulevard/1805/lucass.html

TUES 15 — THIS MONTH *Supergirl* #58 (DC). Supergirl calls on Doctor Fate to try and save Buzz, who's been poisoned and is close to death. www.sg-earthangel.com/

WED 16 — TODAY *New X-Men* #114 (Marvel). Formerly "X-Men," now handled by Grant Morrison and Frank Quitely. www.grant-morrison.com/

INSEARCHOF...

THE COOLEST AND WACKIEST SITES ON THE WEB

A GEORGE PÉREZ ART GALLERY?
members.nbci.com/gotham comics/gpz.htm
Over 1,000 pretty pictures drawn by the inimitable Pérez can be found here.

THE BRUCE TIMM GALLERY?
www.brucetimm.com/index.html
Last issue we showcased a site on Bruce Timm-type art, but we failed to mention the site which contains actual Bruce Timm art. How silly of us.

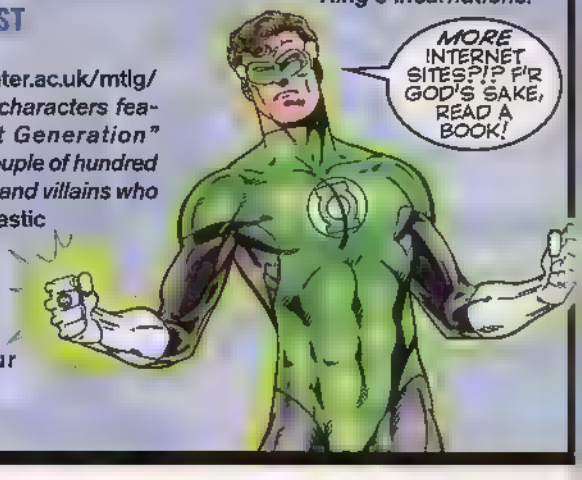
ANOTHER APOLLO SMILE FAN SITE?
www.sunshineslayer.com
Some readers insisted that we tell you about this site in addition to the one we listed in issue #114, so here it is! Just stop with the hate e-mails!

THE BATUSI?
www.arune.com/batusi/index.html
"First take your index finger and middle finger and make a peace sign..." That's how the instructions to the Batusi start on this Website dedicated to that wacky Batman dance.

MARVEL: THE LOST GENERATION?
www.vortex.bridgwater.ac.uk/mtlg/
A handbook of the characters featured in the "Lost Generation" mini-series, plus a couple of hundred other Marvel heroes and villains who existed before Fantastic Four *(vol.1) #1.*

ALL YOUR BASE?
www.planetstar siege.com/allyour base.AYB2.swf
Don't ask. Just go.

EMERALD DAWN?
www.emeralddawn.com
Green Lantern never had it so good. This frequently updated fan site may favor Hal Jordan, but it's got some good comprehensive information on all of the Power Ring's incarnations.



ONLINE DATEBOOK CONT.

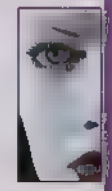
MARK YOUR CALENDARS

THURS MAY 17
THIS WEEK *Sigil* #12 (CrossGen). marvelite.prohosting.com/beyondreality/crossgen/

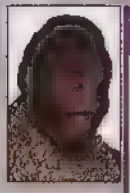
FRI 18 THIS MONTH *Wonder Woman* #170 (DC). A day in the life. homes.acmecity.com/wonderwoman/themyscira/60/

SAT 19 MILESTONE 1885: First mass production of shoes. "Shoes? What that?" asks the Hulk. www.hulk-emm.com/

SUN 20 THIS MONTH *Shi: G.I.* (Crusade Entertainment). Comics enters the Digital Age. www.shiweb.com/

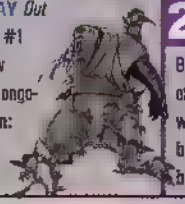


MON 21 BIRTHDAY We pity da fool who forgets Mr T's 49th birthday! sucka.50megs.com/



TUES 22 THIS MONTH *Rising Stars* #16 (Top Cow). Conclusion to 2nd storyarc! Will the Specials realize the error of their destructive ways? members.aol.com/ ht_a/Apocky/RISINGSTARS/

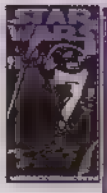
WED 23 TODAY *Out There* #1 (Cliffhanger). New Humberto Ramos ongoing! Coming soon: www.humbertoramos.com



THURS 24 EVENT 1683: Brooklyn Bridge officially opens. www.endex.com/gf/buildings/bbridge/bbridge.html

FRI 25 THIS MONTH *Hellboy: Conqueror Worm* #1 (Dark Horse). All-new limited series from Mike Mignola. www.hellboy.com/

SAT 26 DEBUT 1977: "Star Wars" opens in theaters. www.aravenwood.free-online.co.uk/



SUN 27 THIS MONTH *X-Force* #116. New team of Peter Milligan and Mike Allred. For more on Allred, visit www.theatomics.com/

MON 28 HOLIDAY Memorial Day. Remember those who have fallen while serving their country www.usmemorialday.org/

TUES 29 THIS MONTH *Scary Godmother* #1 (Sirius Entertainment). New six-issue mini-series by Jill Thompson. www.lurid.com/jill/index.html

WED 30 TODAY *Wizard* #118 in comic shops! It's our annual Summer Heat issue, featuring a preview of all your favorite comics! Also, don't miss the exclusive sneak peek of CrossGen's new book, *Sojourn!* www.wizardworld.com

THURS 31 THIS MONTH *Batman* #591 (DC). Deadshot (right) returns! www.canoe.ca/JamBatman/

NO PHONY BALONEY, IT'S FREE COMICS BY ONI

Publisher gives a taste of comic line with free Web comics

Oni Press knows how to feed a comic addict. Give 'em free books. At least, give comic fans the first issue for free on the company's official Website (**www.oni-press.com/freecomic**).

"We're taking a crack-dealer approach," laughed Oni Press Editor-in-Chief Jamie Rich. "We'll give you the first taste for free. Then you have to buy the rest."

The first of Oni's titles to have their debut issue posted online is *Whiteout*, a four-issue miniseries written by Greg Rucka and drawn by Steve Lieber from 1998. The story focuses on a murder mystery set on the McMurdo Base on Ross Island, the largest permanently staffed base in Antarctica.

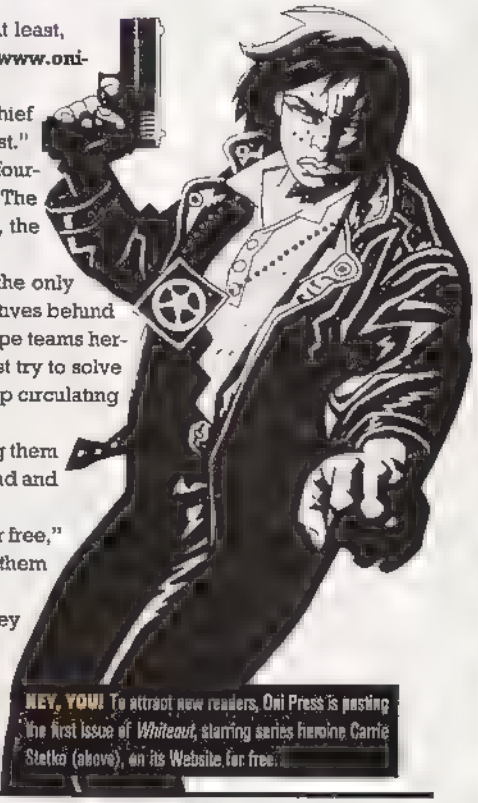
People keep turning up dead, and U.S. Deputy Marshall Carrie Stetko, the only American law enforcement officer in Antarctica, needs to find out why. The motives behind the murders get even more muddled when British Intelligence Agent Lily Sharpe teams herself up with Stetko. Stetko, who once murdered a criminal in her custody, must try to solve this tangle of intrigue and crime amidst the rumors about her own life that keep circulating the base.

The issues of the comic online are posted in easy-to-download files, making them accessible for not only the public, but also for comic retailers who can download and copy the issues for their customers.

"We want retailers to download the comic and pass it onto their customers for free," said Rich. "If they see a customer who likes Greg Rucka's work, they can give them a sample of *Whiteout*, something they may not know about, for free."

Oni also hopes that by giving the readers a small glimpse of their past titles they will explore various Oni titles of the past, present and future.

In April, Internet surfers can catch the first issue of *Geisha* by Andi Watson, the next Oni title slated to have its first issue appear on the Website. Rich assures that other Oni titles, such as Judd Winick's *The Adventures of Barry Ween*, will show up in the future. ■ **DEANNA DESTITO**



HEY, YOU! To attract new readers, Oni Press is posting the first issue of *Whiteout*, starring series heroine Carrie Stetko (above), on its Website for free.

CLIP-OUT OR PHOTOCOPY THIS COUPON AND SEND IT TO:
WIZARD, P.O. Box 656, Yorktown Heights, NY 109598

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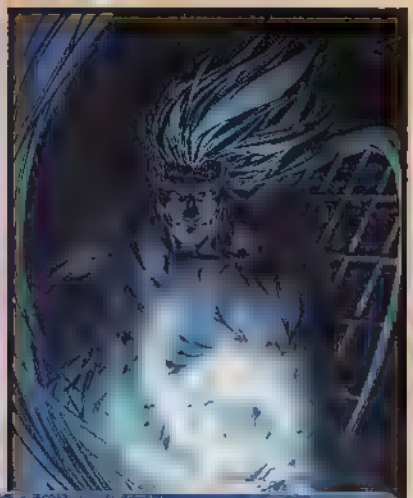
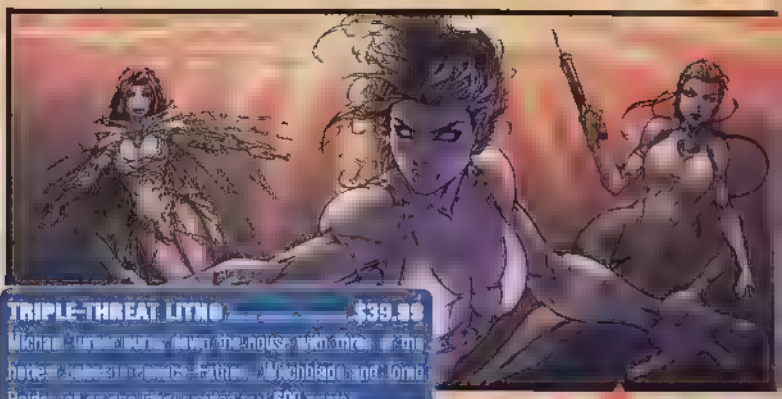


FATHOM: KILLIAN'S TIDE #1 ..... $10
Talent Caldwell's first big splash into comics is captured in this rare blue-foil edition. Limited to only 2,500 copies!



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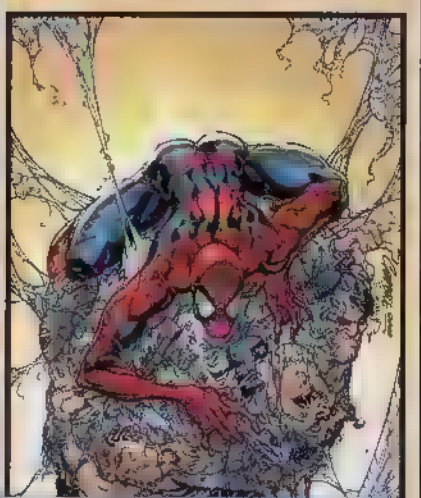
Michael [illegible] have put their heads together to create one of the hottest collectible comics. Witchblade and Tomb Raider all in one limited [illegible] 600 prints!



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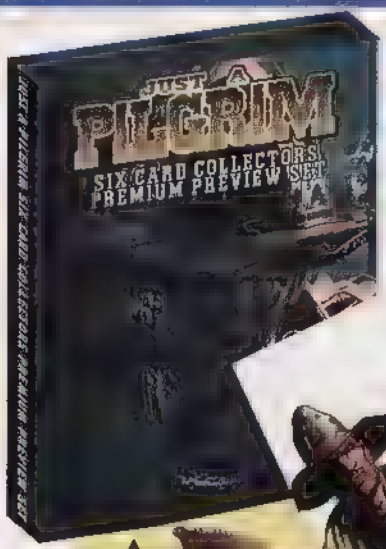

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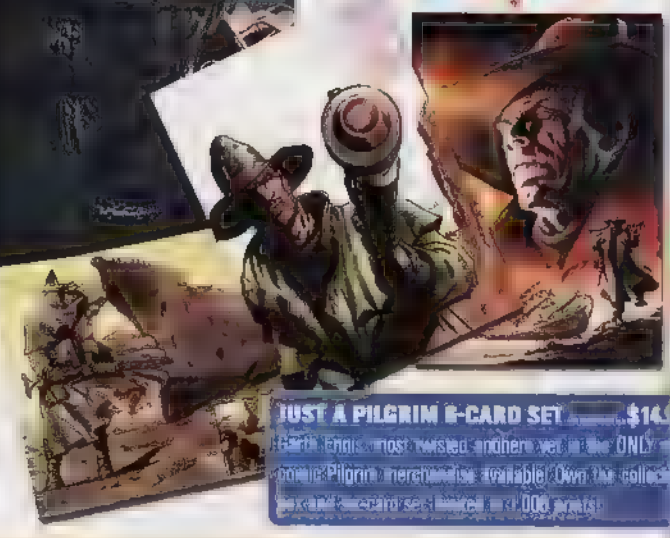

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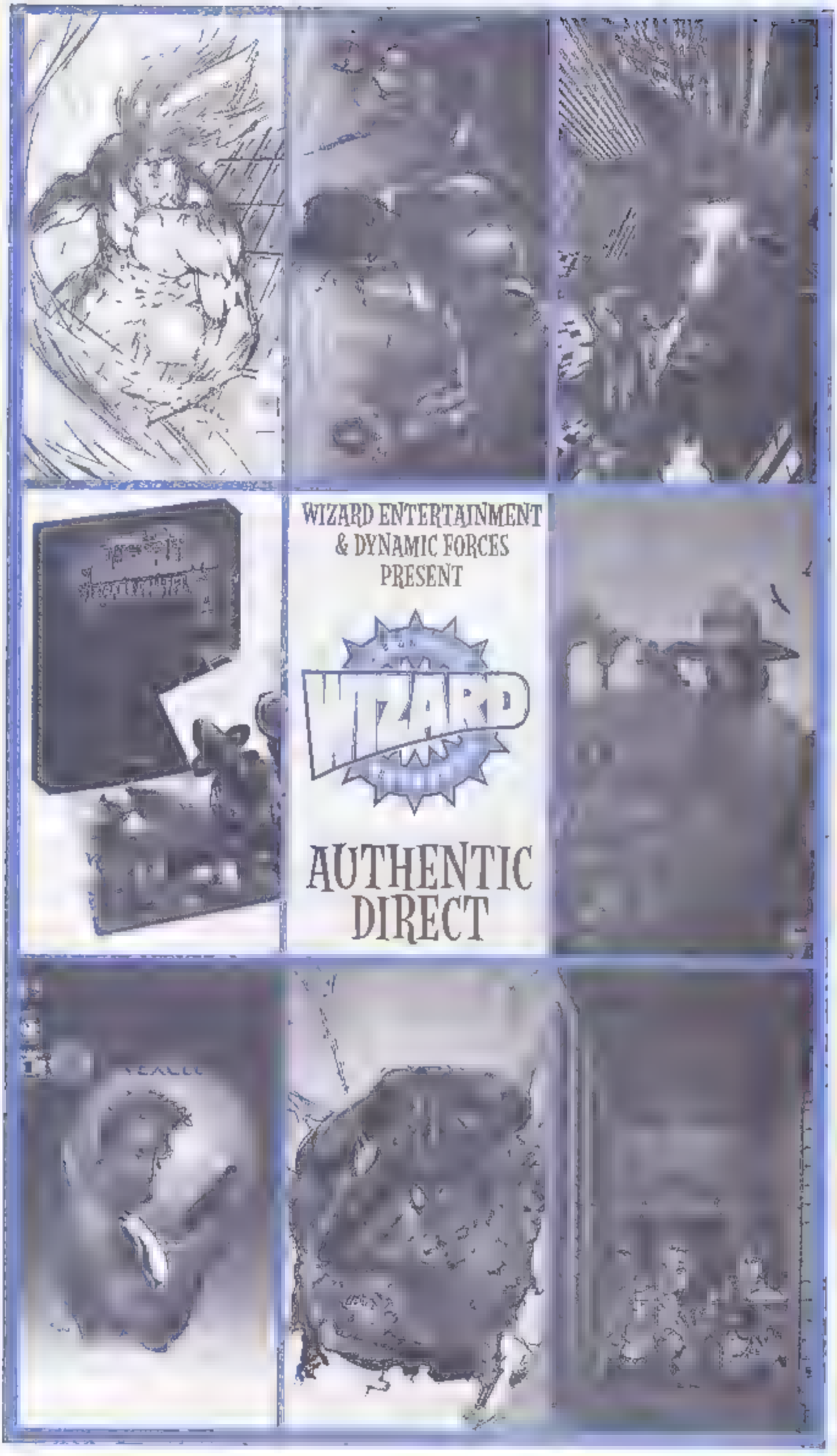
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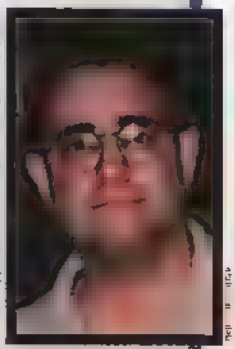
BASIC TRAINING

STEVE LIEBER SHOWS YOU

HOW TO INK POWERFULLY



Hi, I'm Steve Lieber. I've been working in comics for about 10 years on projects like *Hawkman*, *Whiteout*, *Whiteout: Melt*, *Batman: Turning Points*, and the upcoming *Morning Dragons*. I studied at the Joe Kubert School, and my goal as an artist is simple: to tell good stories.

One way to do that is by carefully composing black ink on the page, also called "spotting blacks." If you've shown your portfolio of inked pages to a professional, you've probably heard this term. But if you mustered up the courage to ask what it means, you probably received a confusing explanation. This article should clarify matters (If not, write WIZARD to lure me to do a follow-up).

The careful placement of areas of solid black in a line-art drawing separates a professional job from an amateurish one. Well placed areas of black make a picture easier to decipher, control the viewer's focus, enhance the illusion of depth, establish the direction of light and make a picture look better. In a color comic, your composition of black will help a good colorist understand your intentions and keep an amateur colorist from screwing up too much. If you're drawing a black-and-white comic, those dark areas are even more important: They're your loudest note and your most reliable tool for ensuring that your pictures communicate what you want them to.

CONTROL THE FOCUS

Here's a rule every artist should remember: The eye is drawn to the point of highest contrast. With every picture, you should decide what your point of focus is—where do you want them to look?

Don't say "everywhere," because a comic reader is going to look at your picture out of the corner of his eye while he reads the word balloon and then goes on to the next panel. Your picture may only have a second or two to make its point. Ask yourself what the reader needs to learn from this picture, then make that part of the picture the point of highest contrast—a white object against black, or a black object against white. In **Fig. A**, the eye is drawn to the gun. In **Fig. B**, the gun is less important than the sign in the window. (By the way, that's Carrie Stetko, the U.S. Marshal from *Whiteout* by me and Greg Rucka from Oni Press.)

A

B

FRAMED

You may find it helpful to "frame" your important areas, or to arrange your blacks so they surround the important parts of your picture. In **Fig. C**, I used black to make a ring around the box in the middle. It's like the center of a bullseye. Also note the same technique in **Fig. D**, directing your attention right to Carrie's discovery.

D

C

PLANES OF DEPTH

To most eyes, flat pictures are boring. You want to create the illusion of depth, so your characters have a whole world to move in instead of just lying flat on the page. Overlapping objects in your picture is the primary way to do this. See **Fig. E**—Carrie and the pole overlap the Quonset hut, which overlaps the square buildings. But you make it a lot easier for your readers to tell what's close and what's far away if you build your pictures out of overlapping planes of light and dark. See how much clearer the depth is in **Fig. F**? Imagine your pictures are built with three planes of depth—the close stuff, called "the foreground," the stuff in the middle distance, called (duh) "the middleground," and in the back there's the, uh, "background." Separating them will help your reader sort out what's close and what's far in that second and a half he'll take to look at your masterpiece.

E

F

POSE A PATTERN

Use blacks to create patterns. This is pretty basic, but will take some practice: You don't want your panels or pages to look out of balance. Try to arrange areas of black so that they make a pleasing pattern around the panel and throughout the page. **Fig. G** isn't bad. **Fig. H** is way out of balance

G

H

LET THE LIGHT SHINE

Spotting your blacks where the shadows fall will help keep you from looking amateurish. You'd be amazed how many artists never figure this out. **Fig. I** is fine. Don't be the one who draws **Fig. J**.

Also, be aware of how powerfully you can set the mood with well composed areas of black. There's a big difference in feeling between a picture with black spotted all over the place and one that's composed with one or two simple areas. Try to put a name to the feeling you want to evoke: "Excitement." "Danger." "Calm." "Speed." "Dignity." Then try to come up with a composition that emphasizes that feeling.

I

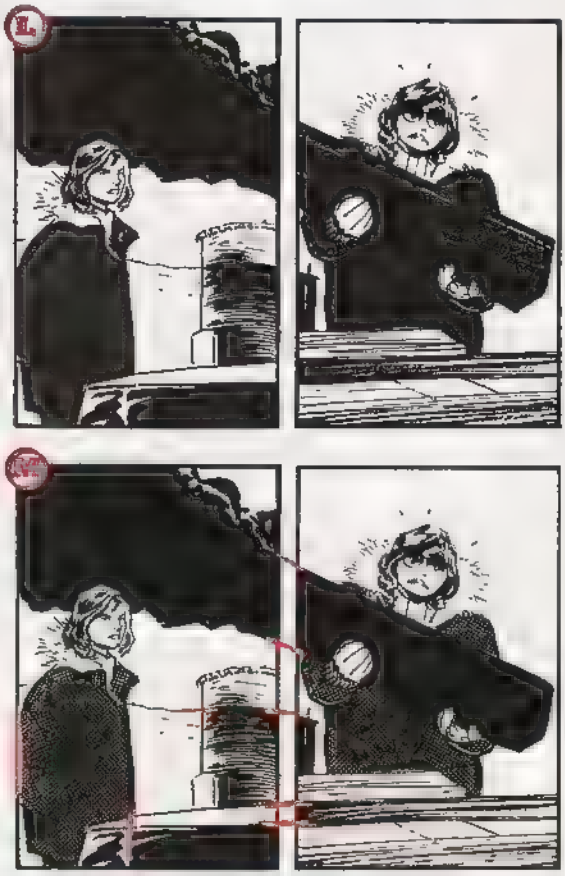
J

HIDE AND SEEK

Remember how I said that the eye is attracted to the point of highest contrast? Well, the reverse is also true—readers tend to ignore the point of lowest contrast. If you put a busy texture in front of a busy texture, you create camouflage. Sometimes you'll *want* to use this to hide less important details, but if you have to show something important for the story, don't camouflage it! Make it pop! In **Fig. K**, the boot on the left pops. The boot on the right gets lost.

ON A TANGENT...

One of the hardest mistakes to avoid is the tangency—the accidental arrangement of stuff on your page so that it flattens the picture or confuses the reader. Try to spot your blacks in a way that makes it clear where one picture ends and another begins. In **Fig. L**, I've intentionally included a bunch of tangencies, which are marked in red in **Fig. M**.



CONCLUSION

Some tips on getting better. Make reduced copies of your pencils, then get out tracing paper and a big, fat Sharpie marker. Plan out your black areas on the tracing paper. Don't worry about good drawing—just use big, bold strokes. Turn the marker sketch upside down and see if the black you spotted leads your eye to where it should go. It might help to squint or hold the page at a distance.

Also try sketching from life in soft, black charcoal to get used to composing pictures with a lot of solid black. Study the masters of black and white art: Alex Toth (*Zorro*), Milt Caniff (*Terry and the Pirates*), Wally Wood (check out old EC Comics), Al Williamson (another EC Master), Bernie Wrightson (*Frankenstein*) and others.

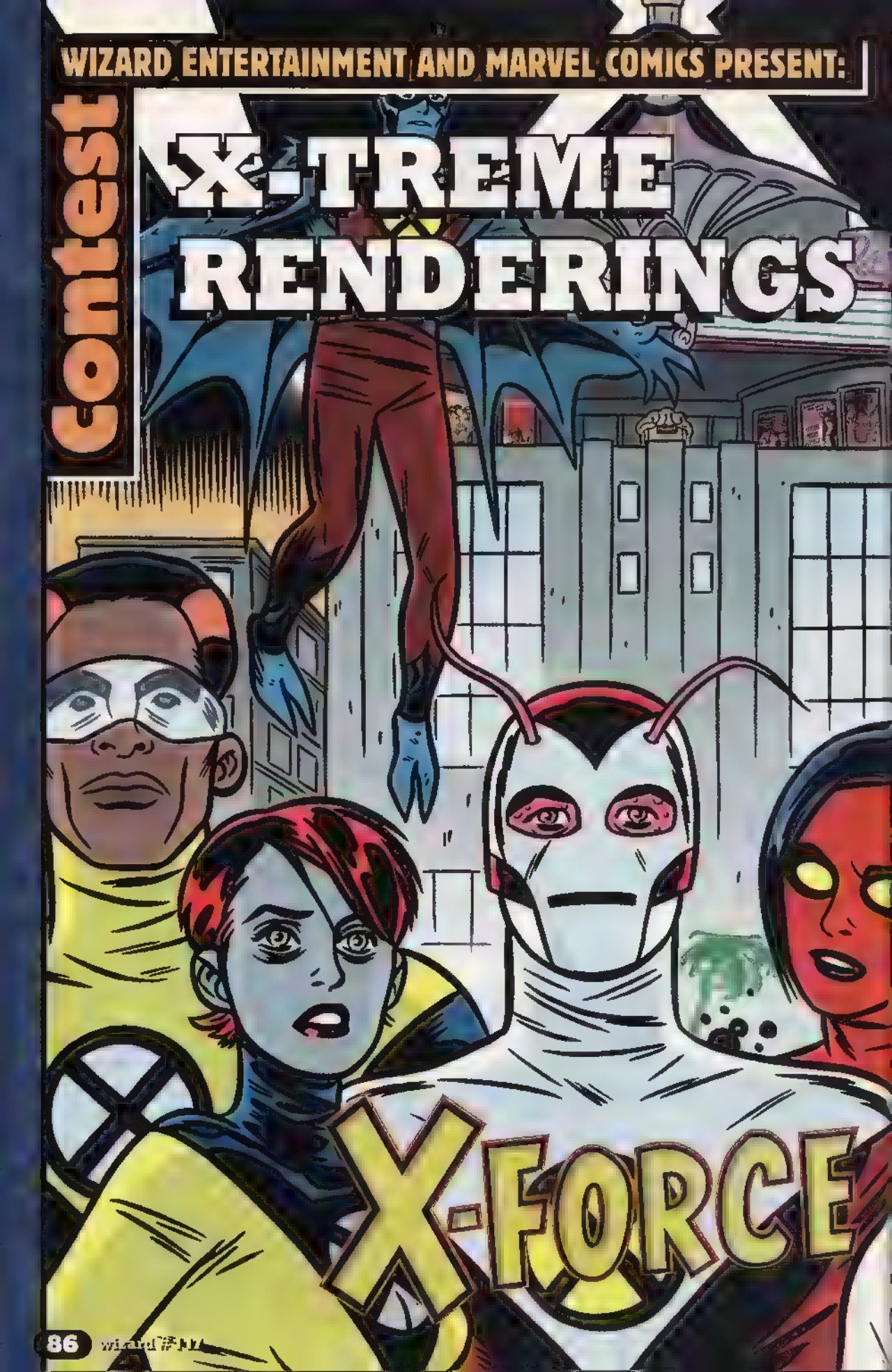
When I'm inking, I regularly squint at my pages and hold them up to a mirror to give myself a fresh view. Does the picture have depth? Does my eye go to the most important parts? Do I like the patterns of black? Are there any tangencies messing things up? Am I camouflaging anything important? It takes work to get better at this, but that's true of anything worth learning. Good luck!

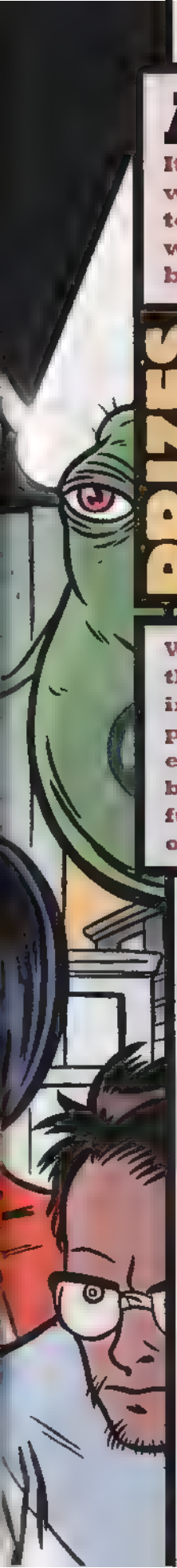
Steve Lieber is creating the graphic novel Morning Dragons *with Warren Ellis at Image and can be found on the Web at http://unrewarding.com/steve*

WIZARD ENTERTAINMENT AND MARVEL COMICS PRESENT:

contest

X-TREME RENDERINGS





An all-new, all-different X-Force team is being recruited and they need your help with the membership drive! It's up to you to create the newest member of the team who will join the fight for mutant rights. Not only will you get to see your creation in print, but that swell guy Mike Allred will also draw an original sketch of your character, to boot. Get sharpening those pencils!

PRIZES

GRAND PRIZE (1): One reader will win their entry appearing in a future issue of *X-Force*, along with an original sketch of their character drawn by series artist Mike Allred.

FIRST PRIZE (10): Ten readers will receive an issue of *X-Force* signed by the creative team.

We'll choose the most creative and cool-looking entries as the winners. Just keep these things in mind as you start drawing: Submissions can be on any form of unlined paper or posterboard and can be in any medium (oils, crayon, marker, etc.). Artwork must not be larger than 8" x 11 1/4". Do not fold, bend or roll artwork. Mail flat. Each entry should include your full name, date of birth, telephone number, e-mail and address on the back.

This contest is sponsored by Marvel Comics and bald-headed guys who can read minds.

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THE "X" FACTOR

No purchase necessary. Contest is open to anyone except employees of Wizard Entertainment, Marvel Comics, their immediate families and anyone who calls themself "The Master of Magnetism." Print your name, date of birth, address, city, state, zip, e-mail address and telephone number with area code on the official entry form or a 3-by-5-inch index card, and attach the form or card to your entry. Enter as many times as you like. Mail each entry separately to: "X-Treme Renderings" Art Contest, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118. No mechanical reproductions of completed forms are accepted, but you can photocopy the entry form before filling it out if you don't want to mess up your magazine. All entries and all rights relating thereto become property of Wizard Entertainment and none will be returned. All contest entries and winning submissions become the property of Wizard Entertainment and Marvel Comics. Entrants relinquish all rights to name and image of character created. All taxes (federal, state and local, if any) will be the responsibility of the prize winners. Prizes are awarded in the names of the contest winners and are not transferable. Offer void where prohibited, regulated or restricted by law in a manner inconsistent with the purposes and rules hereof. All entries must be received at contest headquarters by July 27 2001. Wizard Entertainment is not responsible for lost, late, misdirected or mutilated entries. Winners will be selected based on originality and creativity by Wizard Entertainment. Odds of winning will be determined by the number of valid entries received prior to the closing date of the contest. Winners will be notified no later than August 24, 2001. If an entrant, having been declared as a winner, does not accept the prize or the prize or prize notification is undeliverable, another entry will be selected. In the event that a prize is not available or it becomes impossible for the sponsor to award the prize which has been designated, the sponsor retains the right to substitute a prize or product of equal value by the winner. Determination of whether a prize or product is of equal value is in the sole discretion of the sponsor. Winning entries will be selected on or about July [redacted].

For a list of winners, available after July 27, 2001, send a self-addressed stamped envelope to: "X-Treme Renderings" Art Contest Winners List, c/o Wizard Entertainment, P.O. Box 118, Congers, NY 10920-0118.

ENTER NOW!

Fill this out and put it in an envelope. Send it to:
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"X-TREME RENDERINGS" ENTRY FORM

CONTEST DEADLINE July 27, 2001!

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stuff

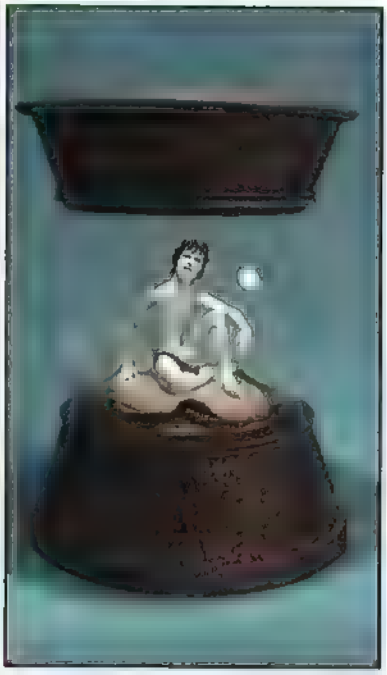
COMIC BOOK MERCHANDISE YOU CAN BUY...

By Diedtown Deviture and the Wizard Staff

Whether it's Oracle's monster computer set-up, Aspen Matthews' bikini wax or the Mole Man's bifocals, we're all suckers for comic-related merchandise. Each month, WIZARD strives to show you the latest and super-coolest in comic book statues, posters, pins, magnets, shirts and other goodies. In short, if it's cool and it's stuff, you'll see it here. But you can only buy it at your local comic store.

A PLANETARY TRIO

This September 19, the planets must be aligning just right, because DC Direct unleashes three Planetary action figures: The Drummer, Elijah Snow and Jakita Wagner turn up on shelves complete with a Planetary logo pegged stand. The figures stand 6 1/4" (except for The Drummer, who is 6") and sport multiple points of articulation. (Price determined by retailer)

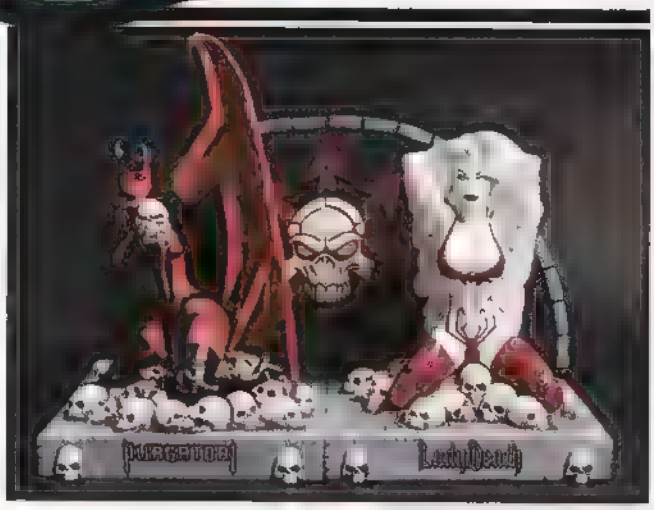


GLASS PRISONS

One of the most memorable images from *Sandman* #1 comes to life in this stunning collectible. Morpheus' imprisonment in Roderick Burgess' glass cage is sculpted by Tim Bruckner and will be released by DC Direct this September 5. At 5 3/4" and complete with a Certificate of Authenticity, this Sandman Hourglass Globe is priced at $79.95.

BAD-ASS BOOKENDS

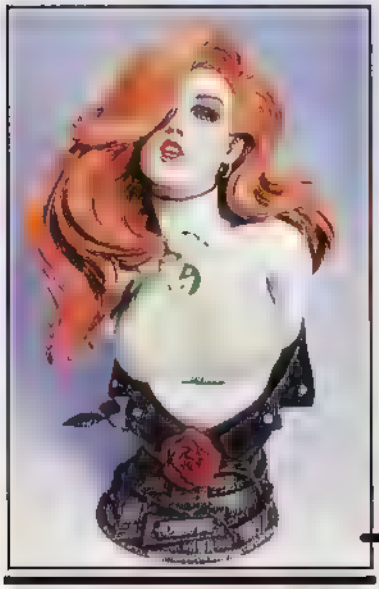
Eternal Toys, Chaos! Comics and Previews Exclusive has paired up Lady Death, goddess of the Netherworld, and her demonic nemesis, Purgatori, in this limited bookend set. Sculpted by Barsom Manashian, the girls sit upon a mound of skulls and in front of a stone wall featuring the Chaos! shield. The sexy ladies are 6" with the wall behind them at 6 1/2". This edition, limited to 3,000 sets, is priced at $199.00. And for $300.00, you can get your claws on a special edition limited to 300 sets features the skull mound cast in clear resin with red jewels in the eye sockets of the skull in the Chaos! shield and golden name plates. Both editions come with a Certificate of Authenticity.



HOTSTUFF!!!!!!!!!

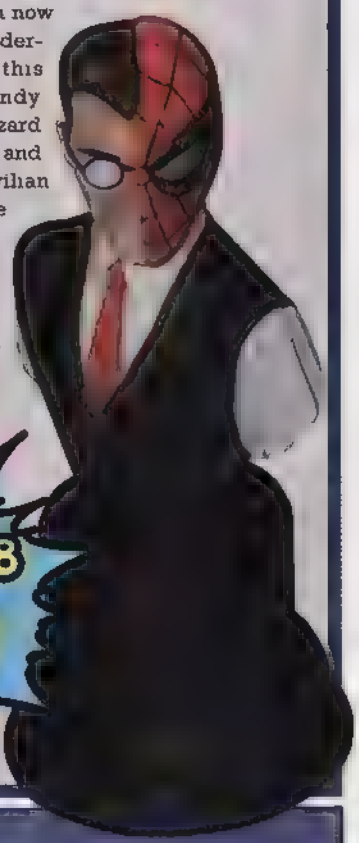
BUSTIN' OUT ALL OVER

Sirius Entertainment and Fewture Models unveil a tremendous 14" mini-bust of Joseph Michael Linsner's Dawn, the goddess of life and renewal. Sculpted by Shigeru Yamazaki (sculptor of last year's Dawn 10th Anniversary statue), the bust will be available this June and retails at $198.00.



SPIDER-MAN UNMASKED!

The number-one secret in comics can now be revealed—You can finally learn Spider-Man's secret identity, thanks to this exclusive mini-bust created by Randy Bowen and Bowen Designs just for Wizard Entertainment! The bust stands 5" tall and features Spidey unmasked in his civilian identity of Peter Parker. This exclusive offer can be found in May's TOYFARE #47 and WIZARD #118, or head to **www.wizardworld.com** on May 9th, when the offer begins. Look for the actual piece to ship in early to mid-July for $39.95 plus shipping and handling.



CHECK WIZARD #118 FOR THIS EXCLUSIVE OFFER!

Hey it's in this issue!

GORILLA GRAB BAG

This planet's going to the apes, so you might as well get in on the act before they enslave us all! In July, pick up the "Planet of the Apes" trading card set from Topps, featuring all the major characters, as well as autograph, Movie Memorabilia and foil-embossed cards. Plus, get your mitts on the four exclusive promo cards (**see photo**)! Each 8-card pack retails for $1.99.

BED OF ROSES

Just like DC Direct's animated-style statues of Harley Quinn and Batgirl, Barsom Manashian has sculpted Poison Ivy based on designs by Bruce Timm from "Batman: The Animated Series." Lying seductively on a bed of ivy and roses, the goddess of greenery stands 5" tall, 9" wide and 3 7/8" deep and is made of hand-painted, cold-cast porcelain. Priced at $89.95, Ivy also comes with a DC Direct Certificate of Authenticity and can be plucked from the garden on September 26.

stuff

THE WAR ON CRIME RAGES ON!

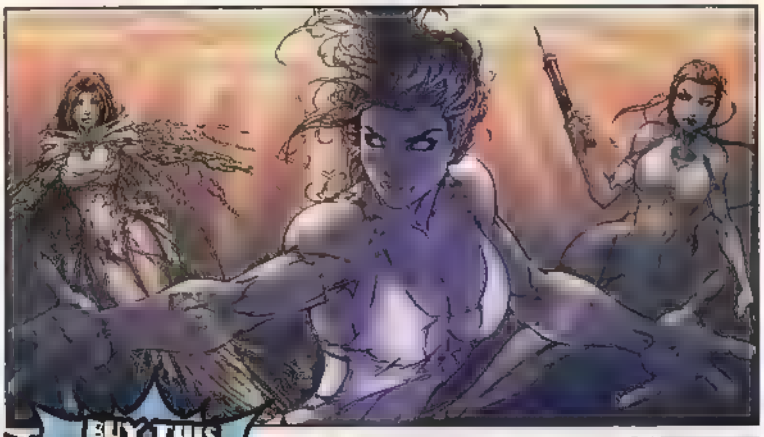
What better artist to use to kick off a new line of prints than fan-fave Alex Ross? To introduce their "Signature Series" print sets, DC Direct has chosen a print from the painted graphic novel *Batman: War on Crime*, with new background art by Ross. This gorgeous limited edition framed print is 10" x 16" mounted on a 16" x 20" mat and portrays Batman watching over Gotham City. It also displays an authentic Alex Ross signature and comes with a DC Comics Certificate of Authenticity. Bring this baby home June 20 for $99.95.

BOFFO BUFFY FIGURES

The old saying goes, "Third time's the charm," so it's no wonder that the third wave of Buffy action figures—coming in June—from Moore Action Collectibles kicks ass! First up is the Buffy Series 3 figures, consisting of Cordelia Chase complete with handbag, cell phone and stakes, and Xander Harris who comes with an ax, tranquilizer gun and two stakes. Both come with a fully sculpted graveyard base that matches the series two figure bases and are priced at $12.95 each.

A TRIPLE THREAT IN THONGS!

Michael Turner leaves fans gasping for breath—literally—in this lithograph produced specifically for Wizard Authentic (**see page 80** for more details). Fathom, Witchblade and Tomb Raider take a dip in the deep blue sea on a warm, sunny day, and you too can join them by taking this litho home for a cool $39.99



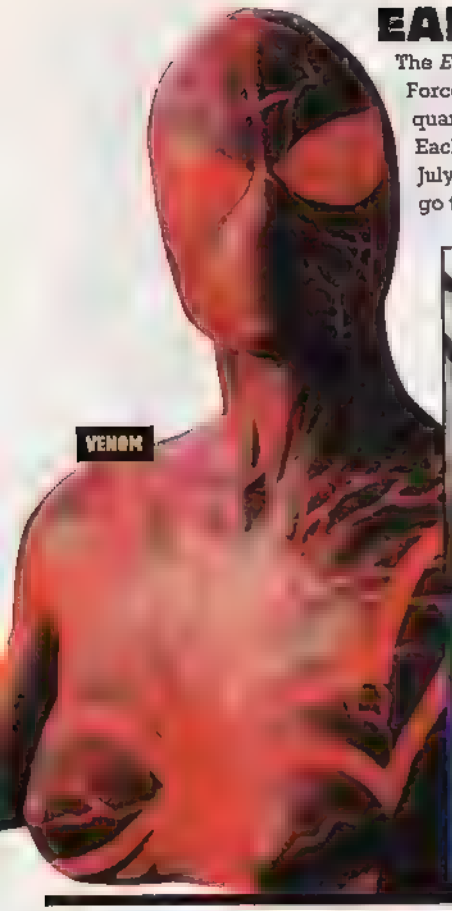
BUY THIS & OTHER GOODIES IN OUR WIZARD AUTHENTIC OFFER ON PAGE 80!

WHAT A WONDERFUL TWO-PACK

The Silver Age Wonder Woman and Wonder Girl stand ready to fight in this Deluxe Action Figure Set from DC Direct. Both figures measure around 6" tall and have multiple points of articulation, and both include detachable lassos and toga outfits to go along with the base's Roman-esque design. Get your mitts on these Amazons come August 22. (Price determined by retailer.)

EARTH X-CELLENT BUSTS

The *Earth X* comic series may be over, but that didn't keep Marvel and Dynamic Forces from getting ultra-hot painter and *Earth X* co-creator Alex Ross to design a quartet of mini-busts based on the hit title—Wolverine, Venom and Spider-Girl! Each of these busts will retail for $39.95 and hit shelves this summer, most likely in July or August. They'll be available in comic shops everywhere, but you can also go to **www.dynamicforces.com** to order as well.



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YO! Are you a company who sells stuff cool enough to make the grade here? Let us be the judges of that. Send any info and/or samples to:

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Congers, NY 10920-2064

video game STUFF

AMAZING FANTASY

New superhero-based title brings all the magic of the Silver Age to your PC

The year is 1962, and in an attempt to plunge the world into chaos, an evil alien race called the Domain has introduced the mysterious Energy X to the Earth. Hoping to provide the world's most nefarious villains with super powers, their plans go awry when several everyday people are also affected. It's now up to these unlikely heroes to band together and protect humanity from this sinister new threat.

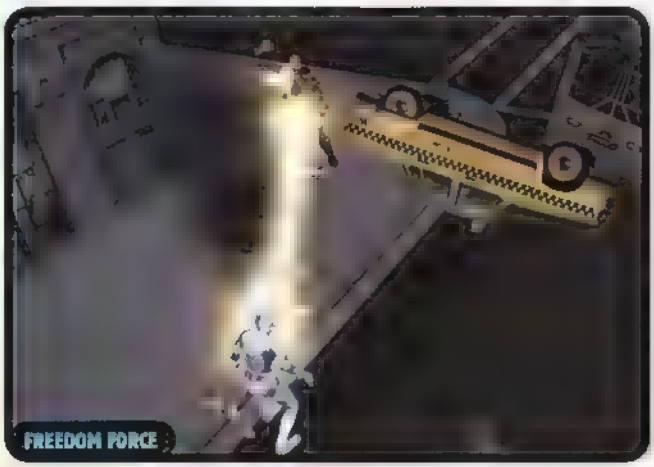
Sounds like something from an old Marvel comic, right? Close, but no no prize! This is the story behind *Freedom Force*, a new superhero-based PC title from Irrational Games that's a fanboy's dream come true. While not based on any current comic book, everything from the game's dialogue to character design stand as a digital tribute to comics' legendary Silver Age.

"It's really the first game that makes me feel like I did growing up reading comics," says Ken Levine, co-founder of Irrational Games. "This isn't a 'Street Fighter'-style game. It lets you lead a team of heroes into action and watch them tear it up in a fully destructible world."

Freedom Force is a multi-player tactical RPG, similar to *Baldur's Gate* but with all the over-the-top, chaotic action of a superhero slugfest. And we do mean action! The game's environments (NYC circa 1962) are completely interactive (read: destructible). Players are able to level buildings, tear down trees or even handle their business Ben Grimm style, perhaps using a school bus as a Louisville Slugger. It's clobberin' time, baby!

Freedom Force also offers over 25 unique heroes, each with their own bios, powers and voices. Characters such as the patriotic Minuteman (a retired scientist who's recently been restored to his prime) or the tragic Manbot (a guilt-ridden man trapped in a powerful metal suit) are great spins on classic icons from comics' most revolutionary era.

But what's really cool are the game's customization options. *Freedom Force* fully supports user-created scenarios and character modifications. Players can control everything from a hero's appearance to their super powers or abilities.



If all goes well, plans call for two more sequels. The second will feature the cosmic, supernatural theatrics of the '70s, while the third will transport players to a world reminiscent of the '80s classic *The Dark Knight Returns*. And don't be surprised to see a console version down the line either.

Freedom Force is simply an amazing title and could quite possibly end up being the definitive comic book game. Look for its release by the end of the year, but until then check out what all the hoopla's about at **www.myfreedomforce.com** and look to future issues of WIZARD for more information and details as they develop. ■ **JAMES McDONOUGH**

SNEAK PEEK!

As if GBC and PS1 versions of the Caped Crusader weren't enough (see story next page), everyone's favorite brooding crime fighter will be making his highly anticipated PS2 debut this September! While details were almost non-existent as we went to press, we did manage to get our hands on some sweet preliminary screen shots.

DARK KNIGHT RETURNS

New Batman games debut this spring

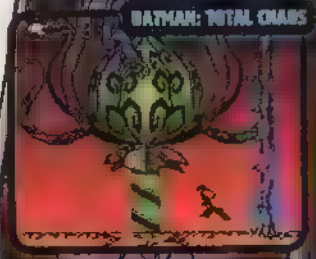
After a lengthy absence, Batman returns to the video-game scene this spring with new titles for the PlayStation and Game Boy Color systems (with a PS2 version on the way—see previous page). Based on the animated version of the Caped Crusader, distributor UbiSoft promises to capture all the non-stop Bat action that made the cartoon such a hit.

BATMAN: GOTHAM CITY RACER

Developed by Sinister Games, *Gotham City Racer* lets fans grab the keys and hop behind the wheel of comics' coolest car, the Batmobile. This mission-based driver has players racing around the streets of Gotham City battling the vehicular villainy of such classic Batman foes as Mr. Freeze and the Joker. Players can also use the Batcycle or take one of the villains' set of wheels out for a spin in the head-to-head, two-player mode. Look for this rubber-burnin', clown-chasin' racer to hit your PlayStation this May!

BATMAN: TOTAL CHAOS

This portable adventure from Digital Eclipse for the Game Boy Color lets players take on the role of either Batman or Batgirl as they battle to stop a double breakout at Arkham Asylum and Gotham Penitentiary. Masterminded by the diabolical Two-Face, this latest caper pits the Dark Knight against nearly every member of the world's most famous rogues' gallery. However, all is not lost, as players will have all of Batman's gadgets, martial arts moves and vehicles at their disposal. But will it be enough to finally bring peace to Gotham once and for all or will the chaos overrun the city? *Total Chaos* will also be available in May. ■ JM



videorumblings

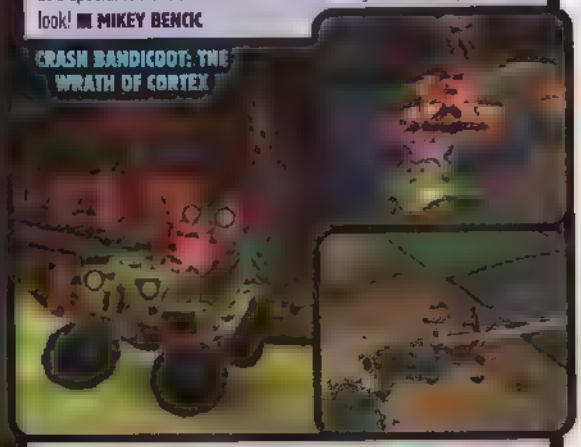
D'OH! *Simpsons Wrestling* has been picked up by Activision for release. Featuring characters, environments and voices taken from the hit Fox TV show, expect your Springfield gladiators to hit the mat as early as this spring.

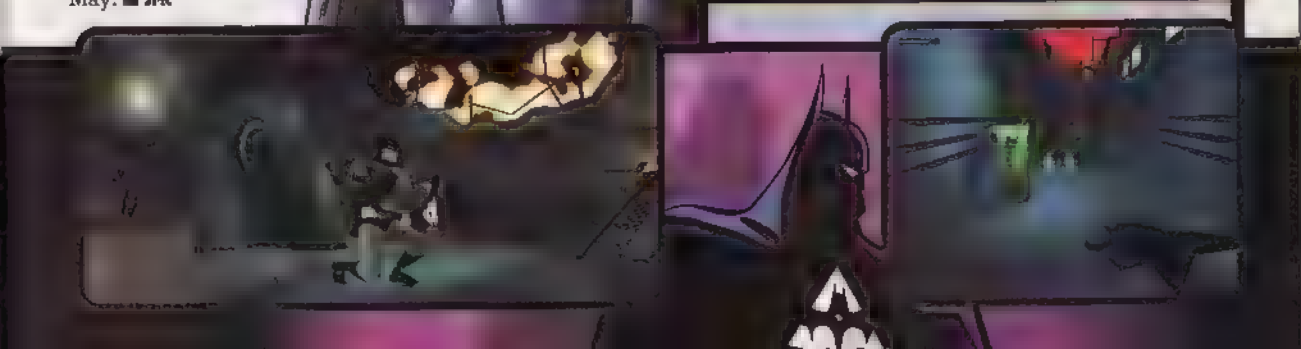
DINO-CUBED *Dinosaur Planet*, a *Zelda*-esque adventure game by RARE, has apparently been nixed as the final N64 game and upgraded to a GameCube launch title. Could the new, unknown characters be replaced with the more familiar mugs of Star Fox McCloud and friends? All signs point to...maybe. Find out this October.

LETS GET IT ON! Reps from Take-Two developers are toying with the possibility of bringing MTV's "Celebrity Deathmatch" to the PS2 within the year. They recently acquired the MTV license, and "Celebrity" is the most likely candidate to come home first.

HELLO, MR. ANDERSON A "Matrix" game will soon be hitting a console near you! Headed up by president of Shiny Entertainment Dave Perry (his first design job since *Earthworm Jim* and Disney's *Aladdin*), *The Matrix* will be a multi-platform release in spring 2002 (due out the same time as the highly anticipated "Matrix" movie sequel). Gameplay aspects haven't yet been specified, but it can be safely assumed that the game will feature the same incredible SFX that put the movie on the map.

CRASH FEST Come October it's Crash time! The sly rat returns in Universal Interactive's *Crash Bandicoot: The Wrath of Cortex* for the PS2, and it features a *Jumanji*-like level where you have to drive to avoid a stampede of jungle animals. WIZARD procured some sweet screen shots at a special roll-out event held in New York City for this first, exclusive look! ■ MIKEY BENCIC





playazclub

Onimusha Warlords

DISTRIBUTOR: Capcom
DEVELOPER: Capcom
RATING: M for Mature
PLATFORM: PS2
PRICE: $49.95

WHAT'S IT ABOUT: *Onimusha Warlords* is Capcom's latest foray into the survival horror genre. But unlike the *Resident Evil* series, which are set in the modern day, *Warlords* travels all the way back to feudal Japan and follows the heroic samurai, Samonosuke, as he wages a one-man war against legions of undead demonic warriors in order to free a beautiful princess from their evil clutches.

WHY IT'S COOL: This title is an excellent "show-off" piece for the graphics power of the PS2. Its breathtaking, pre-rendered backgrounds and beefed-up character models make it easy for players to be drawn into *Warlords*' macabre world. This one-two visual punch really helps to create an intense atmosphere that reinforces the game's cinematic style and mood. And as you'd expect from Capcom, the character designs are all top-notch. Just take a glimpse at Samonosuke's horrific adversaries who resemble something out of a Kurosawa nightmare! But the visuals are not the only place where this title shines. While it does share more than a passing resemblance to *Resident Evil* on several levels, *Warlords*' action-friendly controls definitely crank survival horror combat up a notch! Abilities such as blocking and strafing make fighting sequences much more enjoyable and keeps them from becoming a chore. And players will need that edge, cuz these demonic monstrosities are as deadly as they are ugly.

FINAL WORD: If you're jonesin' for a sweet, next-gen, action-adventure title or simply need something to ease the pain until the next *Resident Evil*, *Onimusha Warlords* is definitely worth your while. Its gorgeous graphics and great balance between puzzle solving and sword-swinging action (not to mention its hordes of creepy demons!) make it one of the first must-buys for the PS2. Tyrant, eat your heart out. ■ JMc

BOY WONDER

GameBoy grows up!

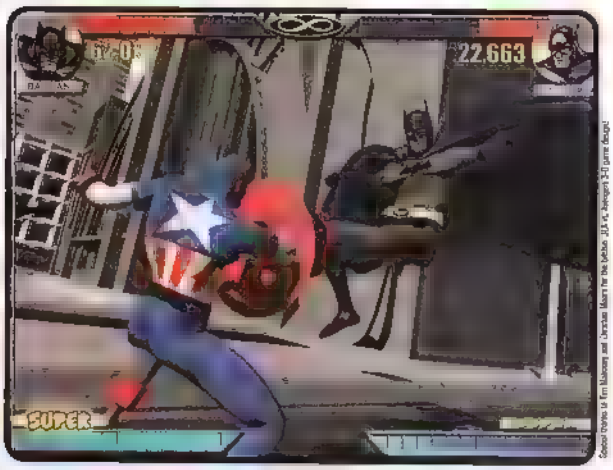
Nintendo's Game Boy Advance has already exploded in Japan with more pre-orders than the PS2 (about 2 million!). Retailing at $99 for the GBA itself and about $30 a game, here's a list of what to look forward to on June 11th!

RAYMAN 2 (UbiSoft) *Rayman 2* seems to be beautiful on any format, and the trend continues on GBA. The Advance is truly the system for old-school fans sick of "me too" 3-D stuff.
EARTHWORM JIM (Majesco Sales) One of many updates from the 2-D 16-bit era (but still one of the best). *Jim* will feature all the amazing graphics and control you remember.
MARIO KART ADVANCED (Nintendo) The N64 *Kart* was a great four-player game, but never was as cool as the 16-bit original. Now the two collide, and guess what? Only one of the four players needs a copy of the game!
SPIDER-MAN: MYSTERIO'S MENACE (Activision) The coolest superhero ever returns, and Activision also confirms a visit from extreme athlete Tony Hawk and other Activision alumni, including the *X-Men* (featuring 40 playable X-characters) and *Doom*.
SUPER MARIO ADVANCED (Nintendo) Many play aspects from *Super Mario Bros. 2* have not been used since 1987. That'll be rectified with this installment, and it'll feature many multi-player activities. Again, only one cartridge necessary. ■ MB

WISHFUL THINKING

Now that Marvel and DC have decided on a JLA/Avengers crossover, how about a video game tie-in?

So far, no plans are in the works. But who knows? Scenes like the one you see here may not be far off! ■ MB



VIZ VIDEO

Ranma 1/2

WHO DO? VOODOO!

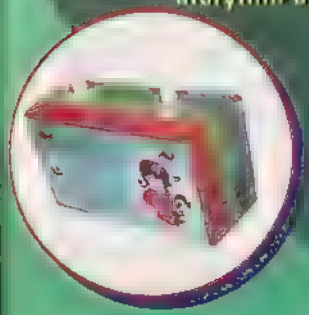
RANDOM RHAPSODY™

Season 6, Volume 1

The longest running anime series in North America is now on DVD -with an extra episode on VHS for the same price and a new release every month through January 2002!

The Best of Ranma 1/2

Limited to 10,000 copies, Best of Ranma 1/2 features the best Ranma and Ryoga episodes, plus creator Rumiko Takahashi's favorite storyline of all time!



May 2001

www.viz.com

Ranma 1/2 ©2001 Rumiko Takahashi / Shogakukan • Kitty • Fuji-TV

manga MANIA!

COOL JAPANESE COMIC AND ANIMATION NEWS YOU NEED TO KNOW...

STAY TOONED

Cartoon Network's Toonami expands anime lineup in 2001

Forget blizzards and earthquakes. 2001 may just end up being the year of the Toonami.

Toonami, Cartoon Network's action cartoon programming block, was recently bolstered by the acquisition of an additional 250 episodes of programs, all of which were brought over from Japan. Not only have they obtained 96 new episodes of the wildly successful "Dragon Ball Z," but Cartoon Network has brought over five additional series as well.

All this is a part of a huge Toonami multi-media blitz that also includes a CD soundtrack (called *Deep Space Bass*, which will be out this summer) and a "Total Immersion Event" this September 17-21 called *Toonami. Lockdown*, which entails an interactive online and on-air experience.

Here's the lowdown (for channels and air times, please check your local listings):

BIG O

In April, Roger Smith, a.k.a. "The Negotiator," finds himself hip deep in the sprawling urban decay that is Paradigm City. As he travels deeper into the city's underworld, he finds himself struggling more and more with its shady citizens and his own mysterious past. Along the way he'll get a little help form his friends, namely his loyal butler and a towering robotic guardian known as the Big O.

DRAGON BALL

Goku versus Piccolo is the best way to describe this prequel to the ultra-popular "Dragon Ball Z" series. Follow the adventures of a younger Goku as he battles ruthless villains and learns how to control his incredible powers. Brace yourself for all the high-octane, gravity-defying action when it hits this May.

MOBILE SUIT GUNDAM

The second wave of the Gundam assault arrives this June with the highly anticipated "Mobile Suit Gundam." It's the year Universal Century 0079 and the Principality of Zeon has just fired the first shot in their revolution against the Earth Federation. Will young mobile pilot Amuro Ray be able to survive the burning trial of war as well as his battles with Zeon's ace pilot, Char Aznable?

OUTLAW STAR

Taking place in a distant future, "Outlaw Star" follows the adventures of Gene Starwind, a bounty hunter who, along with his rag-tag crew, struggle to maintain order in an intergalactic community chock full of space pirates, criminals and other dangerous outlaws. You can catch "Outlaw Star" on the air now

PILOT CANDIDATE

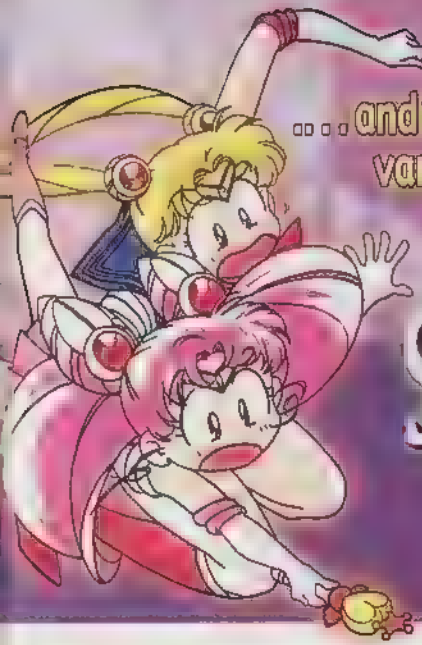
An evil enemy from the darkest regions of deep space is poised to destroy the planet Zion. Its only defense rests in the hands of a team of powerful fighting machines known as the Goddesses, but can Zero and the rest of the pilot candidates be able to set aside their differences long enough to put a stop to this alien threat? Find out this September!

THE GUNDAM 8's

It looks like 8 is the magic number when "The Gundam 8's" hits Toonami this November. This highly sophisticated series is a compilation of three, different yet interrelated stories of the Federation/Zeon conflict that runs from 0079 to 0083. The series consists of three different stories which focus on both sides of the war. ■ JAMES MCDONOUGH

Introducing
Sailor Uranus and Sailor Neptune

The return of Chibi-Usa!



. . . and Sailor Moon gracefully vanquishing her evil foes.

SAILOR MOON S

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GUN PLAY

Gun-totin' bounty hunters run amok in Image Comics' new manga series

"Handgun" just took on a whole new meaning. Image Comics' latest manga-inspired series sports a bounty hunter hero who's got a gun built into his right hand, which comes in (*ahem*) handy when he's facing off against bullet-dodging varmints and other physically augmented bounty hunters called Gunners.

Aptly named Revolver, the lead character of new comic *Last Shot* is a part-time grocery clerk who'd just as soon bag a few bad guys as he would your milk and orange juice. But guess what? He's bored.

"He's good at what he does, but he's basically in a rut," says artist Long Vo, who co-created the comic along with writer Ken Siu-Chong and their cohorts at Studio XD. "He does the same thing every day, with no real direction in his life."

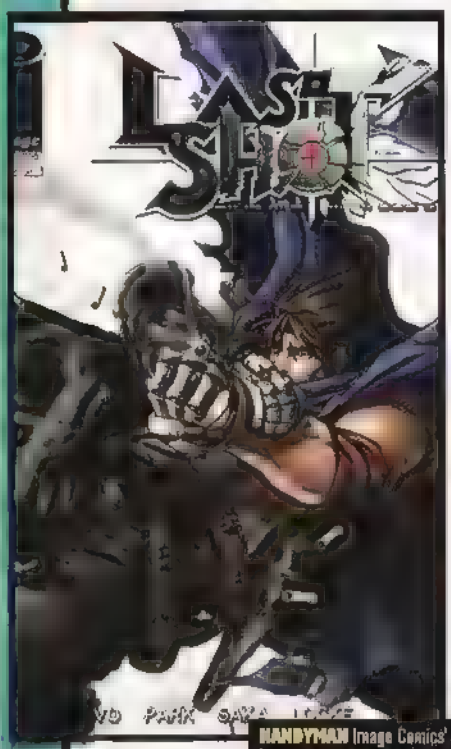
But things change quickly when a six-million-dollar bounty falls on Revolver's lap. The job sounds simple. All he has to do is transport a mysterious young girl to a certain location. Of course, the astronomic price tag makes her a magnet for his rival bounty hunters, which gives Rev ample opportunity to flex his gunfighting skills—and Vo and the rest of Studio XD lots of opportunity to create cool action scenes.

And while the book's look may be manga-esque, the lavish colors and heavy computer effects involved in the production make each panel look like an animation cel. The unique result is like a readable anime film.

"When we're looking at a new series, the first thing we ask ourselves is do we already have something like this," said Anthony Bozza of Image Comics. "And *Last Shot* is definitely unlike anything we've ever published."

Readers will get their first look at Rev in *Last Shot: First Draw*, a one-shot being released in May. The ongoing series will kick off on a bi-monthly schedule in August, so why don't you give it a shot?

■ J. CALEB MOZZOCCO



HANDYMAN Image Comics' *Last Shot* features a bounty hunter with a gun built into his hand.

ANIMEBUZZBOX

JAPANESE RUMOR MILL

GHOSTLY UPDATE Masamune Shirow's techno-thriller anime megahit, "Ghost in the Shell," broke sales records when released in the States, and a large part of its success was due to the deft touch of director Mamoru Oshii. Toren Smith of Studio Proteus recently announced that Oshii is returning to helm the GitS sequel, "Ghost in the Shell 2: Man-Machine Interface." In related news, Shirow is putting the last touches on the *sequel manga*, due to be printed by Dark Horse later this year, and Production I.G. is working on a "GitS" TV series.

SAILOR MOON REVAMP? "Sailor Moon" may still be running hot in America, but in Japan it is, like, so early '90s. According to C.B. Cebulski, Fanboy Entertainment's head honcho, rumors are flying fast and furious in Tokyo that "Sailor Moon" creator Naoko Takeuchi is updating her classic series for a new 2001 anime/manga launch. Rumor has it the characters will be updated for contemporary audiences, but no word yet on whether Takeuchi is simply revamping the original cast or introducing all-new characters.

READ DRAGON BALL—UNCENSORED! Bet you didn't know Viz's hugely popular Dragon Ball manga were censored. Yep. Long before creator Akira Toriyama got wrapped up in his epic Dragon Ball Z slugfests, he was infamous for loading his manga with bathroom humor and pantyshot-type jokes. Viz edited some of this out of the series to avoid the wrath of soccer moms, but recently announced that it will henceforth print the comics uncensored—and reprint the first three graphic novels in uncensored editions.

ROBOTECH IS BACK The original mecha hit which, along with "Transformers," kicked off the giant robot craze of the '80s is roaring back with a new DVD line. AD Vision is offering six "Robotech" DVDs at the sweet, sweet price of $14.98 a pop—a steal with five to six episodes packed on each disc. Volume 1, tentatively scheduled for a May release, contains the first six episodes of the Macross saga—in English only, unfortunately.

■ PAUL SUDLOW

From the 9 Outlaw Star Universe...

Angel Links

In Space No One is Safe

"Now this is entertainment!"
Animerica

Meifon is quite a bit better suited for a sixteen-year-old girl. She's the head of a major corporation and the captain of a state-of-the-art ship which provides a free pirate fighting service. And her crew is just as extraordinary. Join the crew of the Angel Links as they fight pirates, right wrongs, and seek out the hidden secrets of Meifon's past...

Angel Links
Avenging Angel (V.1)
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SRP: $29.98

Exclusive DVD Release

DVD Special Features:
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- Dolby Digital Audio
- Japanese/English/English Subtitles
- Extras - First Appearance of Angel Links / Textless Opening / Trailers

STREET DATE: 4.17.2001

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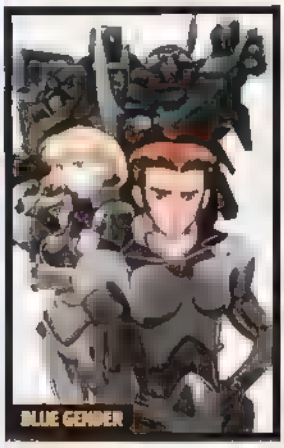
TIMES TWO

Two new anime on tap from the producers of 'Dragon Ball Z'

Texas-based FUNimation Productions Ltd., responsible for bringing over the vastly popular "Dragon Ball Z" TV show to the United States, announced recently it will be debuting two new anime very soon, although a definitive launch date has not yet been set.



"Yu Yu Hakusho," about a gifted group of teenagers who fight in spirit worlds to protect the Earth, "epitomizes the best of Japanese anime," expressed Gen Fukunaga, president of FUNimation. Also in the pipeline is "Blue Gender," about a teen who has awakened after being frozen for over two decades to an Earth under siege by a bug-like creature known as Blue.

Production is currently underway, and further updates can be found at **www.dragonballz.com/.** ■ **JOHN B. LACEY**

BIG IN JAPAN

Hot trends overseas we could see soon

Curious to know what's currently in vogue with our counterparts in Japan? Read on...

HOTTEST TV ANIME: "Argent Soma"

Combining elements of "Evangelion" and "Macbeth," this popular series is about a resurrected alien and the organization formed to destroy it.

HOTTEST MANGA: *Inu-Yasha*

A young girl named Kagome is pulled into Japan's medieval past to battle demons, monsters and other fun fantasy stuff.

HOTTEST MOVIE: "One Piece: Adventure on Nejimaki Island"

This month's hottest anime film beats out American, Japanese, Korean and French movies. It's playing as a double feature with "Digimon Adventure 02."

HOTTEST TOY/ACTION FIGURE: Cool Girl

From Takara Toys, which brought Barbie to Japan in the '80s. Imagine Barbie in S.W.A.T. gear and carrying an Uzi, or decked out like a blood-thirsty samurai.

LATEST TREND: Anime about kids with battling toys

With "Pokémon" on a slow decline, look for replacements like CLAMP's "Angelic Layer" and Kenichi Sonoda's "Wrestloid Baby." ■ **KUMAR SIVASUBRAMANIAN**

HOT IMPORTS

MANGA

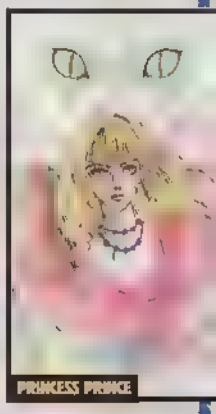
AKIRA (VOL. 3) (Dark Horse Comics) 288 black-and-white pages in the next installment of perhaps the greatest manga ever. A biker gang races against the government in the search for a teenager who possesses unstable destructive abilities. $24.95

HARLEM BEAT (VOL. 7) (TokyoPop Press) Touted as the only sports manga in America, this series centers on a high-school basketball player who's struggling to earn respect from his fellow players on the court. $9.95

NINJA HIGH SCHOOL #84 (Antarctic Press) After the departure of Asrial, Ichi assumes leadership of the clan–only to be faced with a dilemma that may humiliate her and dishonor the clan. $2.95

PRINCESS PRINCE #8 (Central Park Media) In the climax to this beautifully drawn shojo (women's and girl's) mini-series, a prince must confront the Spirit of Darkness to save the life of his deathly ill fiancée. $2.95

INU-YASHA PART 8 #1 (Viz Comics) Inu-Yasha and the group investigate the disappearance of a young boy's brother, who was believed to be taken by a local temple for mysterious purposes. $2.95



ANIME

GOLGO 13: QUEEN BEE (Urban Vision Entertainment) The world's most notorious assassin is assigned to terminate Queen Bee, the leader of a South American liberation army, but things get complicated when he discovers there's more to this assassination than meets the eye. MATURE AUDIENCES Subtitled and dubbed Special Edition DVD–$29.98

SAILOR MOON S: LABYRINTH (VOL. 3); SAILOR MOON S: BIRTHDAY BLUES (VOL. 4) (Pioneer Entertainment) In *Labyrinth*, Sailor Mercury is targeted by the evil Professor, who plans to eliminate the Scouts one by one. In *Blues*, Tuxedo Mask is kidnapped and the Scouts must pull together to rescue him without Sailor Moon's help. Dubbed VHS–$14.98 each

THE BEST OF RANMA 1/2 (Viz Video) If you're new to this series, this is the perfect opportunity to learn about the Tendo Dojo and its occupants, especially if they're splashed with cold water! This is a three-tape set. Dubbed VHS–$39.95

BASTARD! (Pioneer Entertainment) The Great Priest Geo is forced to release the imprisoned would-be conqueror Dark Schneider so as to combat a new threat to their existence: the Four Lords of Havoc. But is it a decision he may soon regret? Collects all six episodes. MATURE AUDIENCES DVD–$29.98 DVD with ACTION FIGURE–$49.98

THE BIG O (Bandai Entertainment) Something has caused the citizens of Paradigm City to lose their memories, and now it's up to "Negotiator" Roger Smith and his robot, The Big O, to unravel the mystery he doesn't even remember. DVD–$24.98

COMMENTS? QUESTIONS? STORY IDEAS? DROP US A LINE AT: MANGAMANIA@WIZARDWORLD.COM

BLACK JACK DVD

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THE FEATURE ANIMATION FILM BASED ON OSAMU TEZUKA'S LEGENDARY MANGA... NOW AVAILABLE ON DVD!

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Black Jack is a master surgeon who possesses impeccable skills, enabling him to perform operations that are impossible for even the finest surgeons. He now is faced with his most difficult task to date and must challenge the limits of medical science... before it's too late!

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IN STORES: APRIL 24TH

Appleseed DVD

"A SLICK, HARD-HITTING FUTURISTIC THRILLER" -Manga Mania

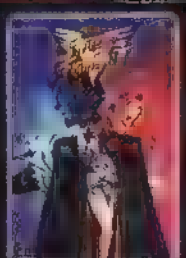
Masamune Shirow's Appleseed - Now Available on DVD!

Based on the captivating manga comic book series created by the acclaimed Masamune Shirow (Ghost in the Shell), Appleseed is a high-octane, action packed race against time as the future of civilization hangs in the balance. After the devastation of World War III, the scattered governments of the world construct the perfect city - but life in Olympus is carefully controlled and monitored by Biodroids - artificially created half-human half-robots. A dedicated band of terrorists plot to destroy the central computer to restore freedom to mankind.

• 4x3 Digital Transfer • English Dolby Digital 5.1 Surround Sound • Japanese Stereo • English and Japanese Languages • English Subtitles • Character Bios • Japanese Production Credits • Manga Previews • Manga Fan Club • Web Links

CANADIAN STREET DATE: MAY 15TH

STREET FIGHTER II V NOW ON DVD!



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IN STORES NOW!

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From the sinister back-alleys of Hong Kong to the muddy banks of the Ganges, from Thailand to Spain and across lands unknown, Ken, Ryu and Chun-Li track down the very best fighters in the world seeking the secrets of their power. Take to the streets and watch as legendary warriors collide in these amazing martial arts action series.

STREET FIGHTER ALPHA DVD & VHS

"★★★★★★" Gamer's Republic

sputnik7

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MANGA VIDEO

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BOOK of the MONTH!

THE FLASH

WRITER GEOFF JOHNS RUNS THE FLASH RAGGED IN A RELENTLESS RACE AGAINST AN ARMY OF AMPED-UP ROGUES

Not even the Fastest Man Alive can run away from all of his problems.

Especially when those problems happen to be a dozen new and improved Rogues Gallery villains who're out to leave nothing left of the Flash but a skid mark.

For that, Flash has one man to blame—Geoff Johns. Ever since Johns took over the writing reins this past summer with *Flash* #164, he's made life hard on the Flash, a.k.a. Wally West.

"There has to be an edge to him—I don't want him to get soft," Johns says. "Wally works hard, he gets his hands dirty. And it's eventually going to scar him. I'm going to mine the Rogues and the fact that Keystone City [Wally's home base] is a hard-core, working man's town."

Johns began seasoning the Flash in his first storyarc, a six-part thriller called "Wonderland" in issues #164-#169. In it, Flash wakes up in a parallel universe where the Speed Force—the energy field that gives him his super-speed—doesn't exist, so his powers are on the fritz. It his world, the Flash never existed.

But the worst part? To escape Wonderland, Flash must join forces with two of his mortal enemies, Captain Cold and Mirror Master, who don't play by the same rules as our hero. So while Flash is trying to escape this twisted mirror universe, he's gotta keep the Rogues from getting out of line—like when Cold freezes a cop's jaw, then punches him, effectively knocking his face off (ish #166).

And if that's not bad enough, even deadlier foes crop up to menace the Flash. In the just-completed storyarc "Blood Will Run" (issues #170-#173), Flash faces a new menace—Cicada, a psychotic cult out to murder folks who've been saved by Flash in the past. Plus, Flash's old girlfriend (and a serious whackjob) Frances Kane—the magnetic mutant called Magenta—shows up to bedevil the Flash as well

"Blood Will Run" further sets the blue-collar tone for both Wally and Keystone City that plays out in future issues. It also introduced a whole new supporting cast: the Keystone police, led by Officer Fred Chyre and Detective Tony Morillo.

"The cops will be around for a long time to come," Johns says. "There will be plenty of subplots with them. Not only that, we'll be seeing revamps of all the Rogues, to update them and make them really cool."

Johns promises that many of the Flash's Rogues will crop up in upcoming months—Gorilla Grodd, Dr. Alchemy, the Top, Weather Wiz-

CULT OF PERSONALITY Cicada, a deadly cult, kills people saved by the Flash as a form of a sacrifice to the Speedster.

ard, Abra Kadabra, Mirror Master, Brother Grimm and of course, Captain Cold. "He's my favorite Flash character—he's such a scumbag," Johns says of the Captain. "He spends all his money on hookers and booze."

Johns also promises a major amping-up of Flash's Rogues Gallery villains in ability, attitude or both. They'll finally accomplish some serious bad deeds. "Competence goes a long way, and the Rogues have been devoid of it for far too long," Johns points out. "And for each classic Rogue we 're-introduce,' there'll be a new one joining the ranks."

It's all leading up to the prestige format book *Flash Iron Heights*, tentatively scheduled for August, which establishes a new institution in Keystone City—the metahuman prison called Iron Heights.

"It's like 'Oz' with superpowers, but edgier," explains Johns. "All the Rogues are there, including some guys we haven't seen in 10 years. It's different from Arkham and the Slab because guys don't escape. It's going to be very dark and twisted. And the Flash has to break in."

Also this summer, look for a crossover with Green Lantern, and by the end of this year or early 2002, a major event called "Crossfire," where the Flash goes up against literally every Rogue he's ever faced.

"Imagine those old Spider-Man stories where he fought the Sinister Six," Johns brags. "Only bigger."

Thinking bigger seems to be Johns' formula for success, whether he's co-writing *JSA* with David S. Goyer or running solo on *The Flash* with artist Scott Kolins.

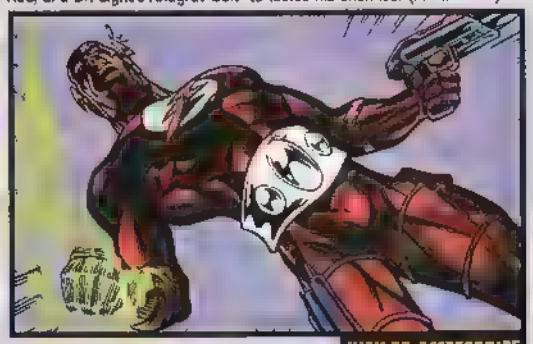
"I think the movie thing helps," says Johns, referring to his work as an assistant producer for film director/producer Richard Donner ("Superman," "Lethal Weapon"). "We up the stakes, we think bigger. I try to add a lot of destruction and chaos. And that's just what we're planning on doing to the Flash for as long as I'm here. Right now, Scott and I have plans up through issue #200, so we're in for the long haul." ■ **ANDY SERWIN**

bookmarks

FLASH POINTS

The new *Flash* creative team has had big shoes to fill since writer Mark Waid (*JLA*) left the book after eight years. But so far they've kicked ass. Here're some of the high points since writer Geoff Johns and Co. took over with *Flash* #164.

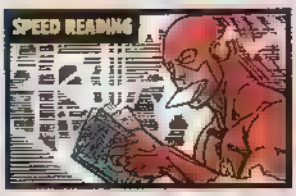
WAY TO ACCESSORIZE Stuck in an alternate dimension, Flash is cut off from the Speed Force. So he raids a superhero museum and steals the Rogues Gallery weapons–like Sonar's Sound-Gun, Black Hand's Energy Rod, and Dr. Light's Antigrav Belt–to tackle his enemies. (*Flash* #167)



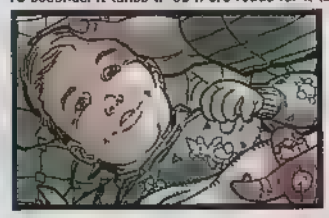
WAY TO ACCESSORIZE

METAL MOUTH Flash's ex-girlfriend Magenta wields magnetic powers–but is also as nutty as a loon. When the cops corner her to bring her in for past crimes, she yanks the fillings from Officer Chyre's teeth, giving him a mouthful of pain and blood. Magenta also uses her powers to erase the police computers' hard drives. (*Flash* #170)

METAL MOUTH



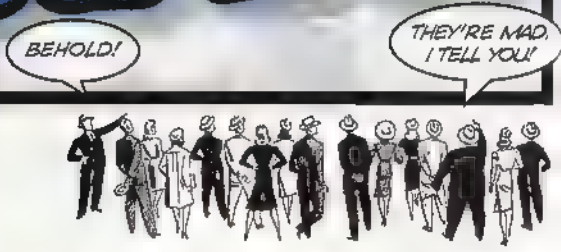
SPEED READING Flash gets called in to solve a mass-murder case–someone's killing everyone he's ever saved. Racing to the crime scenes, Flash decides to brush upon his forensic science–by reading the forensics handbook in 10 seconds. It takes three more reads for it to sink in. (*Flash* #171)



KID FLASH? Flash runs into Officer Julie Jackam, who he had a fling with before he got married. Later, Julie goes home to the joys of single motherhood, and says to her little tyke, "Seeing Wally today...maybe I should have told him about you!" Looks like she never told Wally he was a dad. (*Flash* #170)

■ **JUSTIN JONES**

picks



spotlighton...

HELLBOY: CONQUEROR WORM #1 (OF 4) (MAVERICK/DARK HORSE)

WHY IT'S COOL Because Mike Mignola's dark and creepy art style continues to wow us with every project. Hell, he draws monsters on par with Jack Kirby! Hellboy stories are reminiscent of the "X-Files" back during the show's heyday, but injected with more humor. Like the *Box Full of Evil* two-parter, where the subplot had Abe Sapien being tortured by a monkey. Monkeys never get old!

IN ISSUE #1 Hellboy and his new partner from the Bureau for Paranormal Research, Roger the Homunculus, must investigate what's left of the Nazi space program and stop the coming of the Conqueror Worm in what *Hellboy* creator Mike Mignola calls the last of Hellboy's Nazi stories. "My feeling is this is the last time I'm going to deal with the whole Nazi thing," Mignola notes. "It's too easy to use Nazis now. They did all this horrible stuff, and they have mad scientists, which are cool, but I think this one will take care of it." By Mignola. $2.99 (shipping May 9)

AMAZING SPIDER-MAN (Marvel)

WHY IT'S COOL We're psyched about the superstar talent Marvel has enlisted to reinvigorate the book. First, you add writer J. Michael Straczynski, the scribe behind home run hits like *Rising Stars* and *Midnight Nation*, to the already stunning artwork by penciler John Romita Jr.! As an added bonus, throw in J. Scott Campbell (*Danger Girl*) covers, and you've got a can't miss on your hands!

IN ISSUE #31 Peter heads back to school, but not to study—he returns to his old alma mater to teach a couple science classes. Meanwhile, dark and sinister forces are conspiring against the wall-crawler. By Straczynski, Romita Jr. and Scott Hanna. $2.25 (shipping May 9)

BIRDS OF PREY (DC Comics)

WHY IT'S COOL Because you never know where Black Canary and Oracle are gonna find trouble next. Sure, they're international jetsetters, traveling all over the globe to the world's most beautiful and dangerous locales. But in the latest storyline, the BoP go back in time to help Vikings in prehistoric Minnesota. Who the heck saw that comin'?

IN ISSUE #31 Private detective Jason Bard is hired by a shadowy client to follow Black Canary. But that job's tougher than it looks, since Canary's out on the town with none other than Ra's Al Ghul! By Chuck Dixon, Michael McDonnell and Butch Guice. $2.50 (May 23)

THE BROTHERHOOD (Marvel)

WHY IT'S COOL Because the "bad guys" get their say! This book takes a closer look at what makes so-called "evil" mutants tick. But don't expect to see gloryhounds like Magneto; *The Brotherhood* focuses on the real soldiers: the mutant terrorists who get their hands bloody on the front lines. Plus, it's written by the mysterious X, whose identity even Marvel ain't tellin' on about. What more of a hook could you want?

IN ISSUE #1 The Brotherhood declares war on the human race, and their goal is two-fold: They want mutants to govern themselves, and they want all of normal humanity wiped out once and for all! By X, Essad Ribic and Kent Williams. $2.25 (May 30)

CAPTAIN MARVEL (Marvel)

WHY IT'S COOL It's the little things you get from Peter David that make this book a must-read. Like using the Microns (formerly the Micronauts) as supporting cast members—and comic relief. While fleeing Drax the Destroyer

MR TITLES DENOTED WITH AN MR CONTAIN MATERIAL THAT'S SUGGESTED FOR MATURE READERS.

in issue #16, Marionette asks, "Was fleeing from Drax really the best way to handle it, Arcturus?" Before Arcturus can reply, Bug chimes in: "Well, he's called Commander 'Rann,' so it's the obvious strategy."

IN ISSUE #19 Captain Marvel finds himself traveling through the future, experiencing events that haven't happened yet. How can he get back to where he belongs, and where in the heck is Rick Jones when you need him? "A pivotal issue in the life of Captain Marvel and Rick," boasts writer Peter David. "As Rick Jones lies traumatized and helpless after the events of the previous issue, Captain Marvel ricochets up and down his future timeline, finding himself assaulted by shocking images of Things to Come...and finding himself helpless to do anything about them." By David, Chriscross and Anibal Rodriguez. $2.50 (May 16)

CODENAME: KNOCKOUT #1

CODENAME: KNOCKOUT (Vertigo/DC)

WHY IT'S COOL Go-Go Fiasco could be the funniest secret agent ever. In the #0 issue, the openly gay Go-Go taunts his executioner's backwater technology, bedevils him with lurid tales of his past sexual conquests, inmates in the giant water torture device and to top it all off, hides some stolen microfilm in the one place you'd least expect—unless you were a flamboyantly gay man.

IN ISSUE #1 Angela St. Grace goes toe-to-toe with an army of ninjas who hold a secret to her origins. Plus, we'll drop in on the original Girl Who Made G.O.O.D., and a villain shows up that changes Angela's life forever! By Robert Rodi, Louis Small Jr. and Mark Farmer. MR. $2.50 (May 30)

CROSSGEN CHRONICLES (CrossGen)

WHY IT'S COOL Because this ish sports the artwork of none other than one of the greatest pencilers ever, George Pérez. He made a name for himself on titles like *New Teen Titans* and *Avengers*, but he's tackling new subjects here with CrossGen's sword & sorcery titles, and his enthusiasm shows—his art has never looked better!

newreleases

BAY CITY JIVE #1 (of 3) (WildStorm/DC) One bad-ass cop tackles supernatural action in 1976 San Francisco. Look for a J. Scott Campbell cover edition! $2.95 (shipping May 2)

DESPERADOES: QUIET OF THE GRAVE #1 (of 5) (WildStorm/DC) A family of outlaws wants revenge on Gideon Brood in this horse opera. $2.95 (May 2)

DIGITAL VAMPI #1 (Harris Comics) Kevin Lau's art combined with state-of-the-art technology equals this digital look at Vampi. $2.95 (late May)

ELECTROPOLIS #1 (Image Comics) Enter the city of the future, which has secretly existed since the start of the electronic age. $2.95 (late May)

JLA: INCARNATIONS #1 (of 7) (DC Comics) This series picks up after *JLA: Year One*, exploring various eras during the JLA's existence. $3.50 (May 2)

MONSTER WORLD #1 (of 3) (WildStorm/DC) When a space mission goes awry, toddlers have to settle on a monster-infested planet. $2.95 (May 9)

SHADOW REAVERS PREVIEW BOOK

MUMMY: VALLEY OF THE GODS #1 (of 3) (Chaos! Comics) Comic book spinoff of the upcoming summer blockbuster, "The Mummy Returns." $2.99 (late May)

RANDY O'DONNELL IS THE M@N #1 (Image) Tom DeFalco and Ron Lim present fledgling superhero Randy O'Donnell. $2.95 (late May)

THE ROCK #1 (Chaos! Comics) Smell what the WWF's The Rock has cookin' in the free-for-all brawl. But who's behind the attacks? $2.99 (late May)

SCARY GODMOTHER #1 (of 6) (Sirius Entertainment) Jill Thompson treats us to Scary Godmother tricks at the Annual Witches' Convention. $2.95 (late May)

SHADOW REAVERS PREVIEW EDITION (Black Bull Entertainment) Get a sneak peek at Black Bull's third launch, a supernatural nail-biter hitting in August. $5.00 (May 23)

SHI-G-I PREVIEW (Crusade Entertainment) Shi goes digital in this preview book to the upcoming ongoing for Billy Tucci's female assassin. $4.99 (late May)

STAR TREK: DIVIDED WE FALL #1 (of 4) (WildStorm/DC) The Next Generation and Deep Space Nine crews team up to stop a Trill civil war. $2.95 (May 9)

SUPERMAN: WHERE IS THY STING? (DC Comics) Superman wrestles with Death—literally and figuratively—in this thought-provoking one-shot. $6.95 (May 16)

THUNDERBOLTS: LIFE SENTENCES (Marvel Comics) The fallout from *Thunderbolts* #50 continues, with dramatic changes galore! $3.50 (May 30)

TRANSMETROPOLITAN: FILTH OF THE CITY (Vertigo/DC) An insider's look at some of Spider Jerusalem's best columns from *The Word*. MR. $5.95 (May 9)

U.S. AGENT #1 (of 3) (Marvel Comics) The Agent must stop a deadly supervillain conspiracy, but his bad attitude and a woman from his past keep getting in the way. $2.99 (May 23)

VAMPIRELLA MODEL SEARCH SPECIAL (Harris Comics) The search for Julie Strain's replacement is on—meet the new Vampirella model in this book! $2.95 (late May)

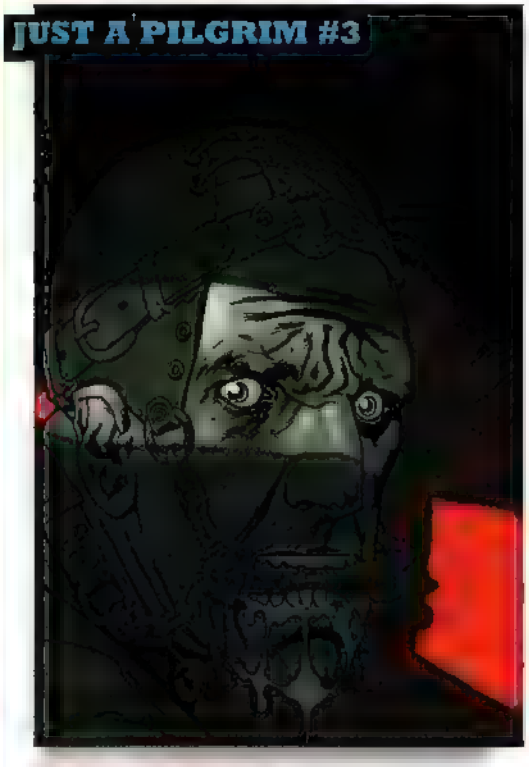
X-TREME X-MEN #1 (Marvel Comics) Chris Claremont's new title has an X-group in search of Destiny's Book of Dreams. $2.99 (May 9)

IN ISSUE #3 Take a look back at the recent history of the floating island of Meridian, as a young wannabe minister named Turos falls for a girl named Ideria, whose other suitor, Ilhan, doesn't take kindly to competition. By Barbara Kesel, George Pérez and Bob Wiacek. **$3.95** (May 23)

GREEN ARROW (DC Comics)

WHY IT'S COOL No question about it—Kevin Smith can write dialogue. In the opening pages of ish #1, Superman and Batman throw some memorable barbs back and forth. "I believe in justice. Period," says Batman. "I believe in second chances," Supes retorts. "Then let's recruit Doomsday to bring back the sun." Major league *burn*, Bats!!

IN ISSUE #4 The volatile Ollie reunites with his JLA teammates for the first time since his return from the dead. And if you remember his good ol' days as the radical faction of the team, you know the fur will fly when he meets the Big Guns! By Kevin Smith, Phil Hester and Ande Parks. **$2.50** (May 30)



HELLBLAZER (Vertigo/DC)

WHY IT'S COOL Because this book can freeze the blood in your veins. Just look at the recent "Freezes Over" storyline, in which one of the patrons recalls a tale of the Iceman killer from his youth, concerning one winter that lasted till May. When the thaw came, three snowmen—who the boy had been playing near all *along*—melted to reveal the Iceman's latest victims inside. Brrrrrr!

IN ISSUE #162 John Constantine and his pal Chas are still roaming the U.S., broke and with no prospects. While recalling his glory days with the punk band Mucous Membrane, John runs into an American tourist who's even ruder, cruder and nastier than Mr. Constantine! By Brian Azzarello and Guy Davis. **MR. $2.50** (May 30)

INCREDIBLE HULK (Marvel Comics)

WHY IT'S COOL John Romita's skill at crafting great splash panels propels this book. In the fight between Hulk and Abomination in issue #25, Romita creates two fantastic double-page spreads of the green behemoths beating each other senseless. And check out the scene on page 33-34, when the Hulk literally punches through Abomination's face, knocking out an eye and puncturing Blonsky's armor shell!

IN ISSUE #28 Bruce Banner has more personalities than Bill Clinton had affairs. But what do you get when all the evil and malice inside of Banner finally boils up to the surface? You get the gamma-powered mega-bomb known as Devil Hulk! What will it take to stop him? By Paul Jenkins, John Romita Jr. and Tom Palmer. **$2.25** (May 16)

JSA (DC Comics)

WHY IT'S COOL Inspirational dialogue that doesn't sound corny. When J.J. Thunder gives Star-Spangled Kid attitude about the JSA being outdated, she gets right in his face and tells him: "The JSA inspires people. They were the first. They show all those other jokers trying to be heroes how it's done!" Right on, sister!

IN ISSUE #24 Part 2 of "The Return of Hawkman." Hawkman and Hawkgirl stand face to face for the first time, and no one knows what to expect. Except for the Sineater, who asks Crypt and Phade to help him eliminate the JSA on Thanagar. "The JSA DIE!" says co-writer Geoff Johns. "Well, they get beat up really bad..." That's almost like dying. By David S. Goyer, Johns, Stephen Sadowski and Michael Bair. **$2.50** (May 23)

JUST A PILGRIM (Black Bull Entertainment)

WHY IT'S COOL Only from the twisted mind of Garth Ennis would you see a gigantic, hideous, mutated monster snatch a man off his feet, drag him underground and impregnate him. It's gonna be a difficult delivery, to say the least.

IN ISSUE #3 (of 5) Learn everything there is to know about

underthemicroscope

A CLOSER LOOK AT A RANDOM BOOK

CAPTAIN AMERICA (Marvel)

WHY IT'S GOOD Hey, it's still Captain America—one of Marvel's greatest characters! He's a super-*soldier* whose never-say-die mantra makes for compelling stories. There's the "awe-factor" of his stature—Cap's a born leader even Norse Gods like Thor will follow into battle without question.

WHAT WE'D CHANGE Lately, Cap hasn't really acted like Cap. He used Batman-like interrogation scare tactics in *Cap* #40. He abused his Avengers status to preach at a trial jury (also in #40). And too often there are Superman-like displays of superior strength and invulnerability like throwing his shield 100 mph at a rocket (#27), or surviving a point-blank rocket exhaust blast without any burns (#38). We'd also like to see Cap fight villains that aren't always out to corrupt American values—once in a while's okay. But sometimes we wouldn't mind seeing Cap walk into a scrape with Mr. Hyde or something.

BOTTOM LINE Cap is a very *human* superhero who needs to rely more on his sharp wits to get him outta a jam than using ham-handed battle plans. At times he's looks superhuman rather than a struggling hero you root for to beat impossible odds. It's not the shield that's Cap's greatest asset—it's his will to win.

the Pilgrim: Who he was before the burn, why he took up the Bible and how he got that cross-shaped scar on his mug. Our guess is, shaving cut an't the answer! By Ennis and Carlos Ezquerra. $2.99 (May 16)

LEGION WORLDS (DC Comics)

WHY IT'S COOL It's the 31st century, and the Earth finally looks futuristic. Big sweeping cityscapes, giant spaceships, the hustle and bustle of 12 billion people! Earth's been rebuilt since the Blight almost destroyed it, and it looks fantastic. And talk about good-looking: Check out the beautiful cover on #1 by John Cassaday (*Planetary*)!

IN ISSUE # 2 (of 6) The spotlight falls on Ayla Ranzz, better known as Sparks, the twin sister of Livewire, who sacrificed himself in *Legion Lost*. "Sparks returns to her parents' farm on the agri-world Winath," explain co-writers Dan Abnett and Andy Lanning. "She has to come to terms not only with the grief of losing her brother and her friends, but also the break-up of the Legion." So much angst! But what does a family secret have to do with the lightning storms wiping out Winath's crops? By Abnett, Lanning and Enrique Breccia. $3.95 (May 16)

NIGHTWING (DC Comics)

WHY IT'S COOL Because Batman's bad feelings about Superman, which have been brewing for almost two decades, have rubbed off on the rest of the Bat-Family, making for some devilish zingers. After saving a kid from drowning in a frozen lake, Nightwing makes sure he's safe and swims away, thinking to himself, "Superman could stick around for the applause. I'm still low profile."

IN ISSUE #57 Captured by Shrike, Nightwing lies helpless, chained up in an abandoned warehouse and surrounded by a horde of deadly ninjas just itchin' to fillet him alive! He'll probably escape, but it's the "how" that makes this book DC's best

alsoshipping

ACTION COMICS #779 (DC Comics) Superman finally squares off with the baddie who's been hounding him for a year but he needs help from Strike Force Superman. $2.25 (shipping May 30)

ADVENTURES OF SUPERMAN #592 (DC Comics) Mike Wieringo joins the book in time to have Supes save Jimmy from a deadly video game. And it's not *Tron*! $2.25 (May 9)

AVENGERS #42 (Marvel) The time-traveling menace known as Kang has come to Earth...to save humanity? Will the Avengers help him or send him packing? $2.25 (May 30)

BATGIRL #16 (DC Comics) Batgirl intervenes in the workings of a dysfunctional–and quite possibly doomed–family. $2.50 (May 2)

BATMAN #591 (DC Comics) Ed Brubaker returns as the ongoing writer and brings Deadshot outta mothballs to menace the Dark Knight. $2.25 (May 16)

CRUX #2 (CrossGen) The human race is gone, and Earth lies in ruins, a giant jigsaw puzzle of different historic eras thrown together. Caprica and her team must uncover the truth. $2.95 (May 16)

DEADPOOL #54 (Marvel Comics) Deadpool gets a hernia-causing check to whack the Marvel Universe's toughest badass–the Punisher! $2.25 (May 23)

DETECTIVE COMICS #758 (DC Comics) Crooked cops run rampant in Gotham, but who's behind them, pulling the strings? $2.50 (May 9)

FANTASTIC FOUR #43 (Marvel) Johnny Storm puts together a new team while the rest of the First Family is trapped in the Negative Zone. $2.25 (May 2)

JLA #54 (DC Comics) The Leaguers are still split from their alter egos, and it may spell the end of the JLA–and the world! $2.25 (May 30)

MIDNIGHT NATION #8 (Joe's Comics/Top Cow) Time's running out for Detective Grey, as his transformation into a Walker begins. MR. $2.50 (late May)

MYSTIC #12 (CrossGen) The Guild Masters have screwed up and released the evil Anamora, who they can't control. When Anamora goes after Giselle, what side will Darrow choose? $2.95 (May 9)

PETER PARKER: SPIDER-MAN #31 (Marvel) A new villain named Fusion, who can steal any superpower he wants, comes callin' to rock Spidey's you-know-what. $2.25 (May 16)

QUEEN & COUNTRY #2 (Oni Press) Terrorists attack the M.I.6 HQ in London, and it's up to Tara Chace to track down and eliminate the attackers. MR. $2.95 (late May)

RISING STARS #16 (Joe's Comics/Top Cow) This ish wraps up the second arc, with the Specials realizing they've squandered their powers. But will they redeem themselves or enslave the world? $2.50 (late May)

SPAWN #116 (Todd McFarlane Productions/Image) The assassin Simon Pure hits NYC to cleanse it of sin, and Spawn's hopelessly outnumbered. 2.50 (late May)

SUPERMAN #170 (DC Comics) Mongul shows up with his sister Mongal, but Supes gets a hand from his loyal dog Krypto! Dale Keown (*Pitt*) guest-pencils! $2.25 (May 2)

ULTIMATE MARVEL TEAM-UP #4 (Marvel) Iron Man makes his Ultimate debut, as he teams with Spidey to battle Dr. Doom! $2.25 (May 30)

hidden gem. By Chuck Dixon, Rick Leonardi, Jesse Delperdang and Mark Farmer. **$2.25** (May 9)

100 BULLETS (Vertigo/DC)

WHY IT'S COOL You think those bullets are always for revenge, huh? Some of the benefactors of the 100 bullets use them in creative ways. For example, when a low-down dirtbag gets the briefcase, his mission is to kill the one person who screwed up his life—himself. But before he does that, he figures he'll off 99 strangers one by one, leaving his basement a veritable slaughterhouse.

IN ISSUE #24 As the Trust families get together for their summit meeting, Agent Graves plots to move against one of the members. But there's another player in the game moving against Graves, one who's got the will to see Graves pushing up daisies. By Brian Azzarello and Eduardo Risso. **MR. $2.50** (May 2)

OUT THERE (WildStorm/DC)

WHY IT'S COOL It's the new book from artist Humberto Ramos and writer Brian Augustyn, the same creative team that made *Crimson*—the teen vampire thriller—such a hit. Not only that, Ramos returns to the sexy, teen-centric adventure stories he excelled at, like he did with *Impulse*.

IN ISSUE #1 Welcome to El Dorado City, a paradise on Earth. It's the perfect place to live and raise a family—except for the fact that everyone in town has sold their souls to the demons who live in the Draedrealm below EDC. Four distinctly different teens must overcome their differences in order to save their hometown. By Ramos, Augustyn and Sandra Hope. **$2.50** (May 23)

POWERS (Image)

WHY IT'S COOL Subversive humor that undermines yet celebrates superhero conventions. In the *Powers Coloring/Activity Book*, you can't help but laugh at the "Safety Tips" section, which asks the question: How to Tell If Your Father Might Be a Supervillain? One clue? If he says things like: "Son, tomorrow at the Little League game, your opponents will learn THE TRUE MEANING OF HELLFIRE!! Now go to bed, sweety."

IN ISSUE #12 In a story called "Groupies," Detectives Walker and Pilgrim must investigate the murder of a superhero who may have been killed by an amorous groupie. "When the biggest horndog in superherodom is found dead in his undies, guess who's called in to investigate?" asks writer Brian Michael Bendis. "Walker and Deena are taken through the seedy and sexy underbelly of superhero fame on the trail of the groupie-turned-killer. I guarantee you're not going to see anything like this in another comic book." By Bendis and Michael Avon Oeming. **MR. $2.95** (May)

ontheedge

WELCOME TO THE BAD WORLD

Writer Warren Ellis delves deeply into the steaming, smelly underbelly of society that we don't want to see—the evil, the wicked, the dispossessed. This three-issue miniseries from Avatar Press explores the lives of those people who live on the edge of humanity. They have their own values, their own morality, their own way of going crazy. It's a Bad World indeed. By Ellis and Jacen Burrows. **MR.** Regular cover—**$3.50**; wraparound cover—**$3.95** (shipping late May)

ROBIN (DC Comics)

WHY IT'S COOL 'Cuz Robin's becoming his own man and not just another kid sidekick. After betraying one of Tim's secrets to the Spoiler (issue #87), Tim gets pissed and does the unexpected—Rather than kowtow before the scary Dark Knight, Robin tells Batman to take a long walk off a short pier and stalks off to brood. Kinda like how Batman's been treatin' people for years.

IN ISSUE #90 Robin's traipsing around the Himalayas when he's attacked by a swarm of... miniature yetis? If that weren't bad enough, his buddy Danny Temple continues to elude the Boy Wonder, who may be going home without his pal and a terminal case of frostbite! By Chuck Dixon, Scott Beatty, Pete Woods and Andrew Pepoy. **$2.25** (May 23)

ULTIMATE SPIDER-MAN (Marvel)

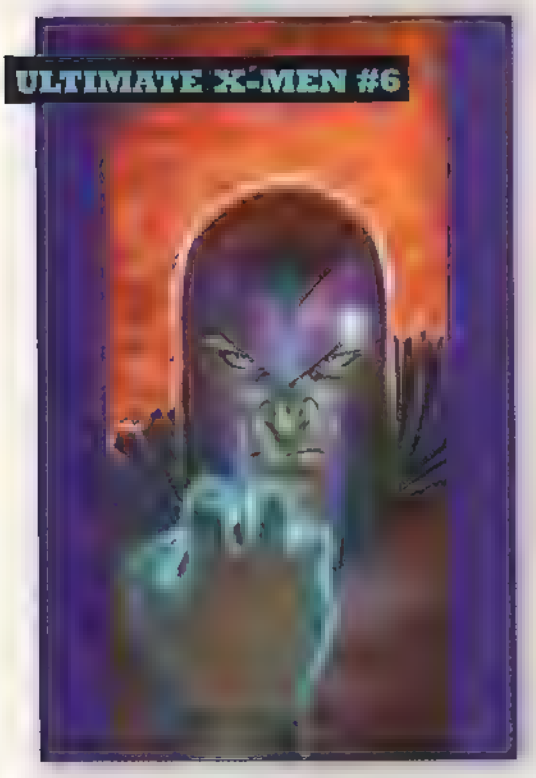
WHY IT'S COOL The potential of the Ultimate Universe is limitless, and reading these titles makes us hungry for more! When the school catches fire (in ish #8), Pete heads to the can to change to Spidey. Realizing his friends will know he's Spider-Man, he jumps out the window and changes behind a bush, wondering to himself: "This can't be how Captain America does it!" Bring on Ultimate Cap!

IN ISSUE #9 Spider-Man has his first showdown with the Kingpin of Crime! And it's a fight that teaches Pete a tough lesson on just how connected Fisk is! "This is one of those issues

I've been dying to do since I got the gig," says writer Brian Michael Bendis. "Young Spidey faces off against the Enforcers—Mr. Big, Ox, Montana and Fancy Dan, the first thugs of the Marvel universe brought back in the ultimate way!" By Bendis, Mark Bagley and Art Thibert. $2.25 (May 2)

ULTIMATE X-MEN (Marvel)

WHY IT'S COOL Say what you want, but the Ultimate X-Men are a hundred times hipper than their predecessors. After Wolverine compliments him on his impressive Danger Room programs (issue #3), Hank McCoy says: "Consider yourself at the top of the list for the Britney and Christina program I've been working on upstairs." That's one way to work up a sweat!
IN ISSUE #6 The first storyarc concludes, as Magneto brings his terroristic ways to the steps of the White House by turning the Sentinels against the U.S. government. How can the X-Men defeat Magneto, stop the Sentinels and deal with a traitor in their ranks? By Mark Millar, Andy Kubert and Art Thibert. $2.25 (May 16)
NOTE: For more X-Men coverage, see the feature on **page 58** exploring the revamp of *Uncanny X-Men* and *New X-Men*!



USAGI YOJIMBO (Dark Horse)

WHY IT'S COOL Because it only *looks* like a funny animal book. You don't even realize these are cute fuzzy animals, because they're slicing and dicing each other into lunch meat. Usagi could give Wolverine a run for his money in the ass-kicking department, after dispatching a half dozen ninjas single-handedly (ish #45), including decapitating three of the baddies.
IN ISSUE #48 When you lie down with dogs, you're bound to get fleas. The leader of the Neko Ninja Clan, Chuzu, learns that lesson the hard way as she suddenly finds herself caught between her ninjas and her master Lord Hikiji. But when the ninjas turn against her, who can she go to for help? By Stan Sakai. $2.99 (May 23)

tradingpost

AKIRA VOL. 3 (Dark Horse)

WHY IT'S COOL *Akira* is the Japanese version of *Watchmen*; it's *that* good. It features huge, sprawling cinematic action and an epic and frightening story. In the 21st century, the government does twisted experiments on kids to try and magnify their psychic abilities. When Tetsuo, one of the new-telekinetic boys, unleashes the most powerful weapon to date—the young boy called Akira—not only Neo-Tokyo but the entire world stands on the brink of annihilation. The race is on for the government and the rebel resistance to find Akira and stop him before he can wipe out the world with his god-like abilities.
BOTTOM LINE Not a big manga fan? Don't worry—*Akira*'s the real deal. Your trade paperback collection ain't worth a hill of beans if it doesn't include *Akira*. This is an absolute must-read story. MR. $24.95 (June 27)

ANIMAL MAN (Vertigo/DC) Collecting the Grant Morrison-written, critically acclaimed first nine issues of the series. Buddy Baker's a good family man and a fierce animal activist, but when he tries to get back into the superhero gig, his life takes a chaotic—and deadly—turn. MR. $19.95 (May 2)

ASTRO CITY: TARNISHED ANGEL (WildStorm/DC) Steeljack's out on parole, but he's finding life on the outside tough. When he gets caught up in a murder investigation, will he redeem himself, wind up back in jail or get his butt handed to him by the Honor Guard? $14.95 (May 30)

GREEN LANTERN: WILLWORLD (DC Comics) This 96-page hardcover explores Hal Jordan's early days in training on a planet where will power is everything. $24.95 (May 23)

IRON MAN: THE MASK IN THE IRON MAN (Marvel) One of Tony Stark's closest allies frames him for murder and Tony could be the next victim, unless he finds a way to defeat—Iron Man! $14.95 (May 23)

JENNY SPARKS: THE SECRET HISTORY OF THE AUTHORITY (WildStorm/DC) A look back at pivotal moments in the life of Jenny Sparks, the electrically powered leader of the Authority. MR. $14.95 (May 9)

LONE WOLF AND CUB VOL. 10: SEPARATE PATHS (Dark Horse) Ogami and Daigoro get separated fighting the Yagyu clan, and 3-year-old Daigoro must find his father and evade deadly assassins. MR. $9.95 (June 27)

MARVEL BOY (Marvel) Collecting the recently completed Grant Morrison tale of a far-out and deadly Kree warrior out to destroy Earth. $15.95 (June 8)

PUNISHER: WELCOME BACK (Marvel) All 12 issues of the hit miniseries by Garth Ennis and Steve Dillon are collected here. Someone call the coroner. $24.95 (May 9)

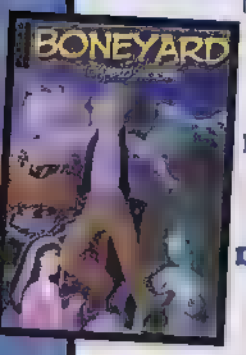
SCION VOL. 1 (CrossGen) The first seven issues of the series tell the story of young Ethan, a boy who must use the power of the sigil to become a man and lead his kingdom. $19.95 (May)

SUPER FRIENDS (DC Comics) A collection of stories starring the cartoon version of your favorite superheroes, including Wendy, Marvin and Wonder Dog. Check out the Alex Ross cover! $14.95 (May 9)

SECRET STASH comics' hidden gems

BONEYARD

WHAT DO YOU GET WHEN YOU MIX GROTESQUE MONSTERS, A HOT VAMPIRE CHICK AND SOME SCARED SMALL-TOWNERS? ONE HELLUVA SHOWDOWN.



THE DIRT: The story follows Michael Paris, a young man who inherits from his late grandfather a prime piece of real estate—prime, that is, if you're a poker-playing werewolf or a demon with Napoleon Syndrome. It's *Boneyard* a funny four-issue, quarterly mini-series written, penciled and inked by Richard Moore (*Far West*) from NBM Publishing.

IF YOU LIKE: Are you a big fan of the Universal Studios monsters (Dracula, Frankenstein, the Mummy, et al.) or the underlying message of being shunned for being "different" in Marvel's *X-Men*? Then you'll really enjoy *Boneyard*!

DIDJA KNOW: Don't dis that Barnes & Noble employee—he could be the next comic great. "I actually wrote the first four-issue storyarc of *Boneyard* on lunch breaks while working at a bookstore a few years back," crows Moore. "That's also where I wrote *Far West*, *Déjà Vu* and *The Pound*, among others."

It's a relatively common dream. One morning you find out that your Grandfather Archubald has passed away, and in his will left you a small piece of land. Later you find out that the "small piece of land" is actually a 10-acre lot in southern California, overlooking a topless beach inhabited by Victoria's Secret models.

For Michael Paris, that dream has finally come true. There's just one problem: The small piece of land is actually a decrepit cemetery. Also, instead of beautiful southern Cali, it's actually located in a small town called Raven's Hollow that always seems to have a dark cloud hanging over it...literally. And rather than scantily clad supermodels frolicking in the sand, it's got vampires, werewolves and zombies.

Basically, instead of a beach front, Paris has a boneyard.

Boneyard, an all-new mini-series from NBM Publishing, follows the adventures of Paris as he fights to save a cemetery he never really wanted in the first place. Indie comic fans may recognize series creator Richard Moore from his previous work, Antarctic Press' *Far West*, but it's *Boneyard* that's officially put him on the industry map, with issue #1 cracking the Diamond Top 200 list this March.

And with good reason. Moore's snappy, ultra-realistic dialogue in the first issue brings to mind that of *Ultimate Spider-Man* scribe Brian Michael Bendis. Yet Moore's real strength lies in his characterization. While it may seem as though he's strongly influenced by horror films of yesteryear, Moore writes each creature with his/her/its own unique traits that makes them funny and heartwarming at the same time.

For example, there's Abbey, a 2,000-year-old vampire with looks to kill and a heart of gold. Abbey and Paris currently share a

A 'BONE' TO PICK NBM Publishing's *Boneyard*, featuring vampire Abbey (left) and hapless Michael Paris, puts a clever twist on classic movie monsters.

will-they-or-won't-they relationship, but in upcoming issues Moore will paint a picture of what life is like for someone who's seen two millennia's worth of friends and lovers come and go.

"She's had extreme ups and downs, and at one point, she became tired of getting close to people only to have them grow old and die, so she withdrew completely from the world," relates Moore. "It was Paris' grandfather who brought her out of seclusion and gave her a home in the cemetery."

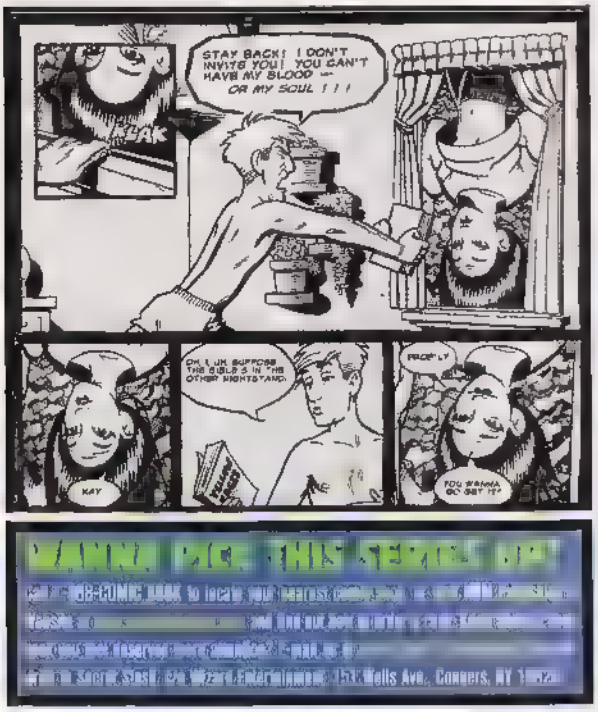
Then there's Glump, a "fat little demon with aspirations of world domination—just not the power or competence to pull it off," according to Moore. "He's obsessed with taking over the world. His schemes will include implanting mind-control devices in the brains of the other cast members, putting out a swimsuit special of the women of *Boneyard* with less-than-subliminal-messages, and, in classic tampering-in-God's-domain tradition, creating a 'Doomsday Frog.'"

Overall, it's Moore's keen and unique sense of humor that will undoubtedly win over readers of *Boneyard*, which shows up equally in his writing as well as his art. With a knack for drawing great facial expressions and mannerisms in true Kevin Maguire (*Fantastic Four/Gen*^{13}) fashion, readers truly get a sense of what Paris is going through emotionally and physically. Likewise, Moore's conversational pacing is well conveyed in his panels, on par with folks like Damion Scott (*Batgirl*) and Mike Avon Oeming (*Powers*). Not too shabby for someone whose only formal training was "an art class my sophomore year of high school."

"More laughs, more action and a lot of fun" is what Moore promises readers of the next few issues of *Boneyard*. "Things could get very messy, and there's a huge surprise in store for everyone: Someone isn't who he—or she—appears to be."

So could all of the *Boneyard* monsters be half-naked Victoria's Secret models after all? I guess we'll just have to wait...and hope.

THE LAST WORD: With a clever twist on classic movie monsters, funny dialogue and one hot tamale of a vampire, we're kinda upset that this story's only gonna be four issues long. Be sure to snap it up—issue #2's out this May. ■ CASEY SELIAS

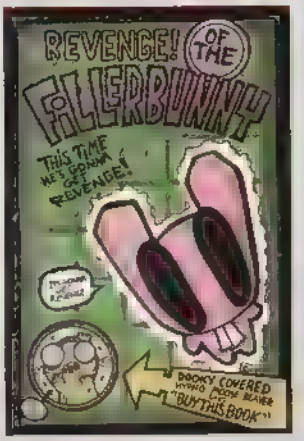

STAY BACK! I DON'T INVITE YOU! YOU CAN'T HAVE MY BLOOD — OR MY SOUL!!!
KRAK
OH, I'M SURE THE GIRLS IN THE OTHER NIGHTSTAND
KAY
PROPLY
YOU WANNA GO SAY IT?

WANNA PICK THIS SERIES UP?
Ishkells Ave., Conners, NY

HIDE'N'SEEK

Boneyard sound cool? Then why not pick these up as well? All items shipping in May!

REVENGE OF THE FILLERBUNNY

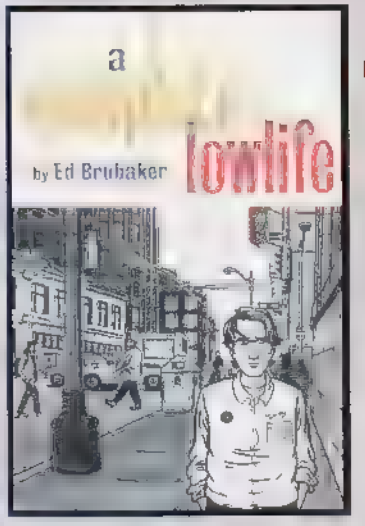


Ever wanted to pile-drive a Teletubby? Re-enact the torture scene from *Reservoir Dogs* on Elmo? Getcher chance in *Revenge of the Fillerbunny* starring a cute lil' pink bunny whose only purpose in life is to entertain the masses by being tortured over and over and over again. Published by Slave Labor Graphics and written by indie fanfave Jhonen Vasquez (*Johnny the Homicidal Maniac*), *Revenge* finds the pain magnet finally getting payback on the sadists who make his life a living hell. Vasquez, who wrote this one-shot in two nights on no sleep, delights fans once again with off-the-wall humor and simplistic-yet-brilliant art. $2.25

TORTURE THIS TOY To coincide with the release of *Revenge of the Fillerbunny*, get your Fillerbunny action figure from Slave Labor Graphics. It has zero points of articulation and no special features, but is light enough to throw at a bus doing 100 mph. Available at **slavelabergraphics.com** for $12.95.

STRANGERS NO MORE Abstract Studio releases the *Strangers in Paradise* Slipcase, containing the first three TPBs of the soap-opera-esque series which chronicles two girls that trouble always seems to find. $47.95 ($12.95 slipcase only)

MY HEROBEAR Mike Kunkel's *Herobear and the Kid*, the story of a boy and his ass-kickin', cape-wearin' bear, is slowly picking up steam in the indie comics world, and fans can now get their own Herobear...sort of. Available now is a scaled-down, plush, beanbag Herobear toy for $15. There's even a Herobear and the Kid T-shirt for $17.



BAT MAN Enjoying *Batman* lately? Then you may want to read *Batman* writer Ed Brubaker's semi-autobiographical graphic novel, *A Complete Lowlife*. Available from Top Shelf Productions, it focuses on love, despair and stealing from work. $12.95 ■ CS

'NET GAINS

RAKING IN THE 'GREEN'

Kevin Smith's DC debut sells out—before it even goes on sale

All hail his Highness, the Queen.

After months of anticipation, *Green Arrow* #1 by fanfave writer Kevin Smith (director of "Clerks," writer of *Daredevil*) finally alighted on ravenous GA enthusiasts.

The ish boasted extraordinary sales figures even *before* it hit stands this February 28. Smith was quoted as saying sales reached between 83,000 and 86,000 copies, and *GA* #1 landed at No. 6 in the February Top 100.

Prepared for a feeding frenzy, DC printed about 20% over the initial order numbers for reorders. Good thing, too—before Feb. 28, retailers deluged the publisher with advance reorders, meaning the book was reordered before it went on sale! This was based on word of mouth due to Smith's involvement and a six-page preview that appeared in WIZARD #113.

"That preview had a huge impact," says Mike Banks, manager of All About Books and Comics in Phoenix, Ariz. "We cut out the spread and hung it on our wall, which got even more fans buzzing."

When all the dust had settled, DC had sold out of the entire first printing of 101,000 copies, according to Smith. "To do the numbers we did, that's just great," he says. "It speaks volumes about a character that heretofore no one really thought about."

With all of the GA hubbub, sales of key back issues have increased sharply. *Green Arrow* (vol. 1) #101 (the "death" of Oliver Queen) trades at $34, while #137 (the final issue of the first series and Ollie's resurrection) fetches $12. Even the new Smith *GA* #1 was seen already going for $5 to $8 at this March's Orlando MegaCon, and secures up to $17 on eBay! DC greenlit a second printing of *Green Arrow* #1, which went on sale this March with a different UPC code and an indicia change.

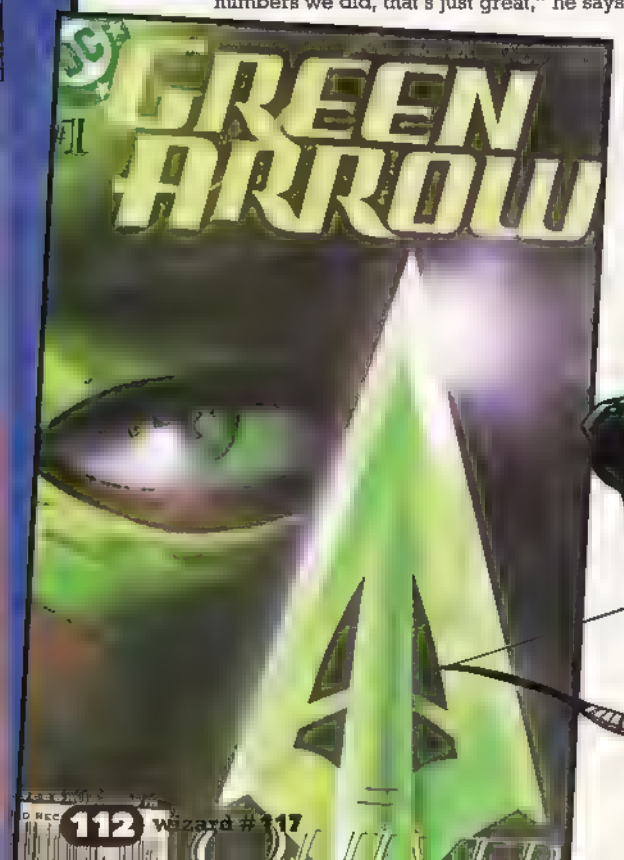
"This book hit big even though retailers were cautiously optimistic," says Brad Bankston, manager of Austin Books, Inc. in Austin, Texas.

After the initial 12-issue storyarc is complete, Smith plans to hang around for six months to a year. "Once I'm done with that initial storyline, which puts Ollie fully back in the DC Universe, I'd like to stick around and do some single-issue or two-parter stories," Smith says.

Green Arrow's success has many fans scratching their heads as to what the next big hit will be. Bankston sees Frank Miller's *Dark Knight* sequel as 2001's next colossal offering, but doesn't rule out *Amazing Spider-Man* (vol. 2) #30 (the first J. Michael Straczynski-written issue) or *New X Men* #114, debuting the new creative team of Grant Morrison and Frank Quitely. Or the next shocker could be *JSA* #23, which features the return of Hawkman.

"Hey, it's the return of a beloved DC second-tier character," Bankston muses. "The fans seem to love it when those guys come back."

■ JESSE THOMPSON & JIM MCLAUCHLIN



BULLSEYE Kevin Smith's *Green Arrow* #1 targets as his hottest comic yet.

ART AUCTION NETS $68,620

Pérez, Linsner pieces score bucks in ACTOR's first outing

How'd you like to own that amazing George Pérez promotional piece for the upcoming JLA/Avengers crossover? You know the one—it's been all over the Internet and was featured in WIZARD #116

That piece of original art sold for $4,100 at the inaugural ACTOR auction March 3 at the MegaCon in Orlando, Fla. And a *Dawn* original cover by Joseph Michael Linsner—the first published *Dawn* cover ever available—went for $6,000.

ACTOR (A Commitment To Our Roots) is a non-profit foundation started by a consortium of current publishers, among them CrossGen's Mark Alessi, to give financial aid to old-time comic creators who need it. "For many years, a lot of the people who created the framework of this industry largely lived month to month," said Alessi. "This foundation is designed so that those of us in the creative community now can send more than good wishes out to those who came before us."

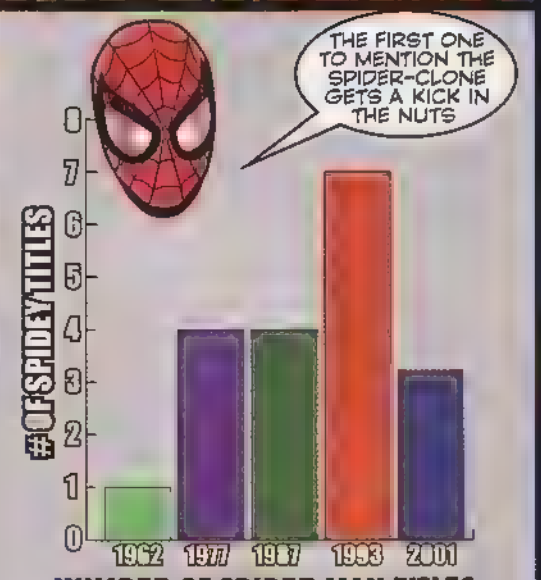
With original art donations from such creators as Alex Ross, Joe Kubert, Michael Turner and John Romita Sr. and Jr., the MegaCon auction snagged $68,620 worth of good wishes in about two and a half hours—that's over $27,000 an hour!

"It was a very good first step," said Alessi. "You haven't seen anything yet; give us a whole year to plan the next one. I'd be surprised if we don't break $150,000 or a quarter million."

The next scheduled ACTOR auction is set for next year's MegaCon, but Alessi says there may be some ACTOR activities at some of the other big cons. With ACTOR's likely growth and the recent demise of the Sotheby's original art auctions, don't be surprised if ACTOR becomes the pre-eminent platform for buying original comic art. ■ **JIM AREHART**

SPIDEYSELLS

BREAKING DOWN THE NUMBERS



NUMBER OF SPIDER-MAN TITLES PUBLISHED BY MARVEL

1962	1: Amazing Spider-Man
1977	4: Amazing Spider-Man, Marvel Tales, Marvel Team-Up and Spidey Super Stories
1987	4: Amazing Spider-Man; Peter Parker, the Spectacular Spider-Man; Web of Spider-Man and Marvel Tales
1993	7: Amazing Spider-Man, Spectacular Spider-Man, Web of Spider-Man, Spider-Man, Marvel Tales, Spider-Man Classic and Spider-Man 2099
2001	3: Amazing Spider-Man, Peter Parker: Spider-Man and Tangled Web

UPS & DOWNS

FIRST WITH THE INDUSTRY

TOP COW ROOKIES Something old, something new. Combine fresh talent (such as penciler Talent Caldwell and writer Fiona Avery) with the old multiple-cover marketing blitz, and Top Cow Productions' recent *Fathom Killian's Tide* #1 and *No Honor* #1 have registered as big hits

J. MICHAEL STRACZYNSKI Top Cow is averaging 10,000 overprint copies on every issue of the Straczynski-written *Rising Stars* and *Midnight Nation* these days...and still selling out. And Straczynski's appearance on *Amazing Spider-Man* has pumped new life into that title, also, getting retailers to up their orders.

DC'S GREEN GUYS Not only is *Green Arrow* a sensation beyond sensations (see story at left), but the emerald-hued Spectre (the Hal Jordan kind) is also heating up, with appearances in *Legends of the DC Universe* #33–#35 seeing price gains.

'MIRACLEMAN' More proof that fans are clamoring for Todd McFarlane Productions to reprint the very tough-to-find and expensive *Miracleman* comics, which they hold the rights to: Prices of *Miracleman* #2–#10 have all slightly jumped in price as would-be readers hunt them down. And it's no wonder people want to read these comics—they're some of the best stuff Alan Moore has written!

GRENDEL' The first three issues of the old Comico 1983 *Grendel* series by Matt Wagner have all slipped a bit in price this month. That may be due to Dark Horse's recent reprinting of the series—recolored and looking much better than the original, no less.

'PLANETARY' Last month we hinted that the Warren Ellis-written WildStorm/DC series *Planetary* was bumpin' up, and we were right. This month it seems *Planetary* #6–#10, the issues that really hit home at the series' "Who Is the Fourth Man?" mystery, have all increased in price. Guess comic readers just love a well-told mystery

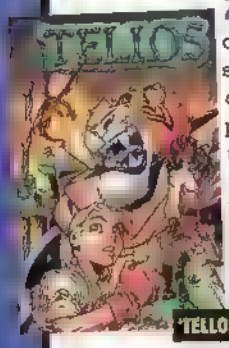
JAKITA WAGNER OF 'PLANETARY'

Comics by the Numbers
THE TICKER

10,000 Copies of *Fathom: Killian's Tide* #1 sold through comic merchandiser Dynamic Forces

500 Number of comic books published by Top Cow Productions as of July 2001

106 Number of new comic book proposals sent to Image Comics as of mid-March 2001



26 Number of new comic book proposals sent to Image Comics as of mid-March 2001 comparing themselves to *Tellos*

4 Number of new comic book proposals green-lit by Image Comics as of mid-March 2001

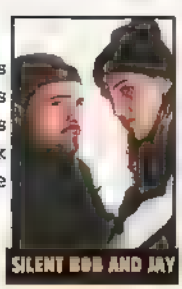
750 Amount, in U.S. dollars, that a CGC-graded 9.9 *Spider-Man* #1 gold UPC variant sold for in March 2001

188 Number of original art pieces auctioned at the inaugural ACTOR art auction on March 3, 2001 at the Orlando MegaCon (see story on page 113)

72 Number of doughnuts passed out by Paul Dini and Alex Ross to a rain-soaked line of fans waiting on the sidewalk for a recent signing appearance at Lee's Comics in Palo Alto, Calif.

54 Total number of filming days on "Jay and Silent Bob Strike Back," Kevin Smith's new movie

2 Number of days BEFORE Kevin Smith's *Green Arrow* #1 hit stores that DC Comics went back for a second printing (see story on page 112)



SOLD ON eBAY

WEIRD DEALS ON THE LINE!

PADDLIN' PARKER Ah, paddleball—who knew that a wooden paddle, a rubber ball, and a string could be such a blast? Apparently the fine folks at the Aim Toothpaste Kids' Club thought so when they offered this Spider-Man Paddleball Premium (left) back in 1982. Hours of entertainment sold for $15.50 online.

LAW-ABIDING LACES To keep you from tripping up on the path of crime, the DC Superhero Shoelaces come ready to...well, stay tied. Sold on eBay for a not-so-stringy $14.01, do-gooders like Wonder Woman, Superman, Batman and the Flash are present and all ready to be strung out.

MASQUERADING MERC The Poolman would definitely be looking to bust some heads if he saw this. The "Rare Error!" Toy Biz 10-inch Deadpool Figure is really just a bizarre knockoff that comes in Spider-Man packaging, complete with a Captain America shield. This mort-with-a-mouth sold for $36 on eBay.

WORST COSTUME EVER! Words from everyone's favorite "Simpsons" character, the Comic Book Guy, ring in our ears with but a glimpse of the Crochet Hero Superhero Doll Costume Pattern (above). Since when has superheroing and knitting been used in conjunction? If you like to emulate lame characters like Aunt May, this $2 set is just what you need.

THANAGARIAN FUN KIT The "Super Powers" Hawkman Signature Stamp Set (below) finally gives some respect to our grim pal Katar Hol. Just because he's had more series canceled than Aquaman on a bad day doesn't mean that he can't have fun with this booklet and stamp set. A steal on Thanagar for $5.95.

FUZZY CONNECTION From the marketing bonanza that followed "Return of the Jedi" comes the "Hello Wicket" Ewok Phone. This plastic, too-cute-for-words rotary rascal (sold for $6.48 on eBay) is perfect for dialing up Logray or King Gameesh for an annoying round of "Monopoly."

TELL US about your weird eBay findings! Send photos, etc. to:
SOLD ON EBAY
c/o Wizard Entertainment
[illegible]
e-mail: soldoneBay@wizardworld.com

TREASURE HUNT

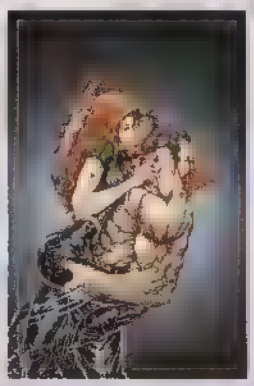
COMICS TO WATCH OUT FOR

IN BACK-ISSUE BINS

Everything Brian Michael Bendis touches turns to gold—period. The *Ultimate Spider-Man*, *Powers* and *Daredevil* writer is red-hot these days. So what do you think might happen when Marvel launches a new *Elektra* series, featuring Daredevil's lover Elektra, and written by Mr. Midas himself? That's right—a back-issue frenzy on everything Elektra, as fans rush to catch up on this character. You might wanna start with *Elektra: Assassin* #1 with great art by Bill Sienkiewicz, currently a steal at only $6. It's sure to go up in price.

ON THE COMIC RACKS

The most popular comic book in America undergoes a major facelift come issue #394, on sale this May. New creative team Joe Casey (writes) and Ian Churchill (draws) takes over *Uncanny X-Men* with this ish, and as you can see from that cover, they're really stirring things up. Along with writer Grant Morrison and artist Frank Quitely over on *New X-Men* (The renamed *X-Men* title—neat!). Casey and Churchill promise to make the X-Men better than ever. This book, as their starting point, is sure to be much in demand. Don't miss it on the racks.



They Are Our Galaxy's Last, Best Hope.
And They're Only Seven Years Old.

MONSTER WORLD

A creature-filled,
four-issue miniseries
by Scott Lobdell
and Carlos Meglia

Rocketing into adventure this May.
Call 1-888-COMIC BOOK for your nearest comics shop.

WILDSTORM.COM

All photos by Paul Schmidt

ASK THE COLLECTOR

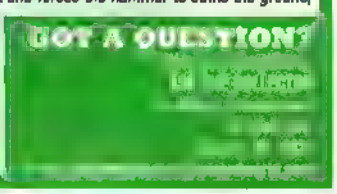
Collecting tips and comic trivia from comics' crotchety cosmic guru

Q: Is there a difference in market value for a Silver Age comic if it has a 15 cents cover price or if it has a 9 pence cover price? Are the English editions considered reprints, or not?–*Damian, London, England*

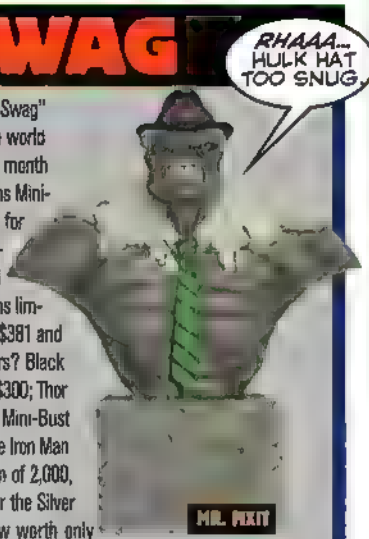
A: *There is indeed a difference. Comics with "pence" on the cover are obviously U.K./European editions, and they're valued lower. Collectors would rather have American copies than foreign copies, at least in this country. Besides which, often the overseas versions in the Silver Age are considered reprints.*

Q: Okay, we know that only Thor–or someone deemed "worthy," which is a very select group of people–can lift Thor's hammer, Mjolnir. So what if Thor sets Mjolnir on a table–could anyone lift the table? What if Thor's holding Mjolnir and sitting on a couch? Could anyone lift the couch? And how does the Avengers' Quinjet take off if Mjolnir (and presumably Thor) are in it? Help!–*blondiechaplin@aol.com*

A: *In my quest to collect information, I have observed one weakness of the Thunder God to be exploited. While Thor is holding on to Mjolnir, anyone or anything can lift him, hammer and all. Witness* Thor *(vol. 2) #35. Thor is in his "Jake Olson" guise and unconscious, no less, but the Enchantress drags his limp body to Mjolnir, wraps his hand around it and forces the hammer to strike the ground, awakening the Odinson. I have yet to find whether Thor's dead body–or even a severed hand–could also be used to such effect. . . as for just the hammer on a table, without Thor hefting it, no go.*



COOLSWAG



Welcome to the inaugural "Cool Swag" column–about what's hot in the world of comic book-related stuff. This month we'll focus on the Bowen Designs Mini-Busts–there's a bevy of activity for these, due to extremely low production runs. X-Men Cyclops and Storm (both with production runs limited to 3,000) sell for as high as $381 and $153, respectively. The Avengers? Black Panther (4,000 run) commands $300; Thor (3,000) snags $255. The Hulk Mini-Bust (3,000) sells as high as $535. The Iron Man (modern armor) bust, with a run of 2,000, nets $295. Be on the lookout for the Silver Age Armor Iron Man bust (now worth only $50) to go up soon, as the 4,000 run is sold out. Our ULTRA-HOT pick is the Hulk/Mr. Fixit variant bust exclusive to Best Comics in Little Neck, NY due out in April–it's get a limited production run of 2,500!

PRETTY STUFF THAT'S WORTH MONEY

TOP 50

THE BEST-SELLERS OF MARCH

The first numeral indicates current sales rank; the second, sales rank the previous month. Titles denoted with a (-) weren't available last month.

1. (3) Ultimate X-Men #4 (Marvel)
2. (1) Uncanny X-Men #392 (Marvel)
3. (2) X-Men #112 (Marvel)
4. (10) Ultimate Spider-Man #7 (Marvel)
5. (7) Wolverine #162 (Marvel)
6. (4) Ultimate Marvel Team-Up #2 (Marvel)
7. (6) JLA #52 (DC)
8. (5) Green Arrow #2 (DC)
9. (-) Fathom: Kiliian #1 (Top Cow/Image)
10. **(-) Daredevil: Yellow #1 (Marvel)**
    Writer Jeph Loeb on frequent collaborator, artist Tim Sale: "I'm constantly astonished by Tim's ability to change his style from project to project. His inkwash technique—along with Matt Hollingsworth's colors—redefines the way we hope you look at Daredevil."
11. (9) Avengers #40 (Marvel)
12. (11) Daredevil #18 (Marvel)
13. (12) Spawn#108 (Todd McFarlane Productions/Image)
14. (13) Rising Stars #15 (Top Cow/Image)
15. (14) Fantastic Four #41 (Marvel)
16. (16) Amazing Spider-Man #29 (Marvel)
17. (20) Superman #168 (DC)
18. (15) Universe X #8 (Marvel)
19. (23) Detective Comics #756 (DC)
20. (17) Peter Parker: Spider-Man #29 (Marvel)
21. (18) Batman #589 (DC)
22. (19) Thor #35 (Marvel)
23. (-) JLA: Black Baptism #1 (DC)
24. (21) Tomb Raider #12 (Top Cow/Image)
25. (24) Midnight Nation #6 (Top Cow/Image)
26. (27) Captain America #41 (Marvel)
27. (26) Iron Man #40 (Marvel)
28. (25) X-Men Forever #5 (Marvel)
29. (30) Batgirl #14 (DC)
30. (39) Thunderbolts #50 (Marvel)
31. (35) JSA #22 (DC)
32. (-) Amazing Spider-Man 2001 (Marvel)
33. (29) X-Force #114 (Marvel)
34. (34) Mutant X #31 (Marvel)
35. (36) Nightwing #55 (DC)
36. (44) Generation X #75 (Marvel)
37. (-) Planetary #14 (WildStorm/DC)
38. (38) Cable #91 (Marvel)
39. (-) Just A Pilgrim #1 (Black Bull Entertainment)
40. (50) Blink #4 (Marvel)
41. (33) Action Comics #777 (DC)
42. (45) Green Lantern #136 (DC)
43. (28) Defenders #3 (Marvel)
44. (43) Incredible Hulk #26 (Marvel)
45. (48) Batman: Gotham Knights #18 (DC)
46. (40) Adventures of Superman #590 (DC)
47. (42) Superman: The Man of Steel #112 (DC)
48. (51) Batman: Legends of the Dark Knight #141 (DC)
49. (47) Harley Quinn # 6 (DC)
50. (52) Marvel Knights # 11 (Marvel)

* Compiled by the Wizard price guide staff using data from Diamond Comic Distributors

GIANT KILLERS *JLA*, at No. 7, continues it's dominance as DC's No.1 book.

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HOT 10 comics

WIZARD, by staying in touch with hundreds of retailers throughout the country, keeps a close eye on the country's hottest back issues. These are the books ringing the registers this month...

1 GREEN ARROW (vol. 2) #1

WRITER: Kevin Smith
ARTISTS: Phil Hester & Ande Parks

Kevin Smith? Who the hell is that? That guy with the Silent Bob racket going? Apparently, Smith likes to moonlight as a funnybook writer, and his revisionist take on GA has caught the attention of fans and non-fans a like. The debut sold out instantly, and so did the 15,000 extra copies DC printed up to satisfy demand. At press time, a second printing was on the way. Expect to pay 5 to 8 smackers for a gen-yoo-ine first edition. **LAST MONTH: N.R. (NOT RATED)**

2 ULTIMATE X-MEN #1

(DF CONCEPT SKETCH COVER)
WRITER: Mark Millar
ARTISTS: Adam Kubert & Art Thibert

Yes, indeed, the Ultimate brand strikes again. This is the ultra-rare, super-hard-to-find Dynamic Forces "concept sketch edition." What the holy blazes is that? Damn thing looks to be in black and white. If we wanted that, we'd catch "Donna Reed" reruns on the dish. Nonetheless, the fans seem to have taken to this like stink on a dog's butt, and it's in short supply **LAST MONTH: N.R.**

3 GREEN ARROW (vol. 1) #137

WRITER: Chuck Dixon
ARTISTS: R. Damaggio, D. Braithwaite & various

Is it...? Could it be...? Yeah, that looks to be Oliver Queen's shoes in one of the panels in this issue, the last of the original series. His friggin' shoes. What a comeback. What an event. How sad are you people? Hey, listen, we've got a photo of Jennifer Aniston's left hand grabbing a Mochaccino at Starbucks. Where do we start the bidding? **LAST MONTH: 3**

4 ULTIMATE SPIDER-MAN #1B

(WHITE VARIANT COVER)
WRITERS: Brian Michael Bendis & Bill Jemas
ARTISTS: Mark Bagley & Art Thibert

Like a fungus that just won't go away, even after repeated treatment. Fans are still clamoring for this rare cover that was sent only to retailers. Hey, guess what? It was a gift for them, not you. Let the big smelly man behind the counter have his day. God knows he needs it. **LAST MONTH: 1**

5 AUTHORITY #22

WRITER: Mark Millar
ARTISTS: Frank Quitely & Trevor Scott

It's been a good run for Millar and Quitely as they successfully took on the reins of the popular title. Now they're both on their way out, and this issue sees Apollo and the Midnighter apparently going to that great big rest stop in the sky. Are they really dead? Well, if they are, you're gonna feel pretty stupid for not picking this up. **LAST MONTH: N.R.**

6 ULTIMATE SPIDER-MAN #3

WRITERS: Brian Michael Bendis & Bill Jemas
ARTISTS: Mark Bagley & Art Thibert

Brian Michael Bendis strikes again! Retailers always order less of follow-up issues to #1, in case the series is a bust. Well, no big news flash here. A successful Spidey revamp proved to be the kitten's pajamas. The third issue is a little on the scarce side, and they're getting scooped up whenever possible. **LAST MONTH: N.R.**

7 ACTION COMICS #775

WRITER: Joe Kelly
ARTISTS: D. Mahnke, L. Bermejo & M. Alquiza

Even parody Authority characters are hot. This issue sees Supes encountering a troupe that closely resembles the grumpy heroes of the WildStorm title. Fans have taken to the group so much so that some of them may wind up sticking around the DC Universe in the future. **LAST MONTH: 10**

8 STORMWATCH #10

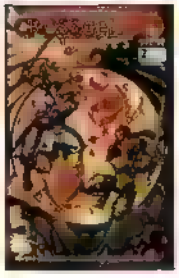
WRITER: Warren Ellis
ARTISTS: B. Hitch, M. Ryan and C. Sprouse

More pseudo-Authority goodness. The StormWatch team was a precursor to the current kick-ass book o' the moment, and this issue sees them encountering a nasty group of Aliens. Note the capital 'A.' The very same Aliens that saw Sigourney Weaver in her underpants. Copyright issues mean this one ain't ever getting reprinted. **LAST MONTH: N.R.**

9 SUPERBOY'S LEGION #1

WRITER: Mark Farmer
ARTIST: Alan Davis

Superboy assembles a new Legion of Super-Heroes team in one of those didn't-really-happen Elseworlds universes. All the same, fans are digging it to the point of ponying up $5.95 for each issue. First Superman on the list, now Superboy. First sign of Superpup, and we are disowning all of you. Yes, indeedy. **LAST MONTH: N.R.**



10 CROSSGEN CHRONICLES #2

WRITER: Ron Marz
ARTISTS: George Pérez & Dennis Jensen

Where Pérez goes, his fans follow. This is the first issue by Georgie, and a first printing sold out faster than antibiotics at a hookers convention. A second printing followed. With the pending Pérez JLA/Avengers crossover finally happening, expect his work to garner even more attention mighty soon. **LAST MONTH: N.R.**

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COMIC BOOK PRICE GUIDE

CREATOR ABBREVIATIONS

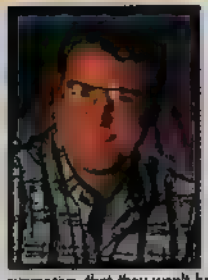
Abell, Dusty	.DAb
Abnett, Dan	.DAt
Adams, Art	AAd
Adams, Michael	MAd
Adams, Neal	NAd
Adkins, Dan	DAd
Adlard, Charlie	CAd
Ahlquist, Mark	MAq
[illegible]	ALc
Bennett, Richard	RBe
Bermejo, Lee	LBe
Bingham, Jerry	JBi
Bisley, Simon	SBi
Bessette, Stephen	SBs
Bralovic, Edwin	EBi
Blevins, Brad	BBl
Bogdanove, Jon	JBg
Bolland, Brian	BBo
Casey Joe	JCa
Cassaday, John	JCs
Castellini, Claudio	CCa
Castrillo, Anthony	ACa
Cavalieri, Joey	JCv
Chadwick, Paul	PCh
Chang, Bernard	BCh
Charest, Travis	TCh
Chaykin, Howard	HCh
Chen, Sean	SCh
Cheung, Jim	JCh
Delano, Jaime	JDe
Delgado, Ricardo	RDe
Dell, John	JDl
DeMatteis, J.M.	JDm
Deodato, Jr., Mike	MDe
Deodato, Mike	MDd
DeVries, David	DDe
Dezago, Todd	TDg
DeZuniga, Tony	TDz
Dillon, Steve	SDn
Dini, Paul	PDi
Ditko, Steve	SDi
DiVito, Andrea	ADv
Dixon, Chuck	CDi
Dodson, Rachel	RDo
Dodson, Terry	TDo
Doran, Colleen	CDo
Dorkin, Evan	EDo
Dorman, Dave	DDo
Doucet, Julie	JDo
Dringenberg, Mike	MDr
Duffy, Jo	JDu
Dunn, Ben	BDn
Dwyer Kieron	KDw
Farmer Mark	MFa
Feiche, Norman	NFe
Ferry, Pascual	PFe
Finch, David	DFn
Fingeroth, Danny	DFi
Fisher Kurt D.	KFi
Fleet, John Van	JFl
[illegible]	MFl
Fleming, Robert	RFl
Fox, Gardner	GFo
Fraga, Dan	DFr
Francheseo	FRa
Frank, Gary	GFk
Freeman, George	GFn
Frenz, Ron	RFr
[illegible]	MFr
Friedrich, Mike	MFh
Fry III, James	JFr
Fujiwara, Kamui	KFu
Gaiman, Neil	NGa
Gammill, Kerry	KGu
Garney Ron	RGa
Garzon, Carlos	CGa
Gascione, Phil	PGa
Hammer Mark	MHa
Hernandez, Gilbert	GHe
Hernandez, Jaime	JHr
Hernandez, Michael	MHe
Herrera, Ben	BHe
Hester Philip	PHe
Heviet, Jamie	JHe
Higgin, John	JHi
Higgins, Michael	MHi
Hillsman II, Don	DHi
Hitch, Bryan	BHi
Hitchcock, Laura	LHi
Hoberg, Rick	RHo
Hoover Dave	DHo
Hope, Sandra	SHo
Hopgood, Kevin	KHp
Howarth, Matt	MHo
Howell, Richard	RHw
Hudnall, James	JHu
Hughes, Adam	AHu
Hughes, Steven	SHu
Immonen, Stuart	SIm
Infantino, Carmine	CIn
Isabella, Tony	TIs
Isherwood, Geof	GIs
Larroca, Sal	SLr
Larsen, Erik	ELa
Lash, Barbara	BLa
Lashley, Ken	KLs
[illegible]	KLu
Lawks, Dan	KLa
Lawrence, Clifford	CLa
Lawrence, Mike D.	MLa
Layton, Bob	BLa
Leach, Barry	BLe
Leach, Rick	RLe
Lee, Elaine	ELe
Lee, Jae	JLe
Lee, Jim	JLe
Lee, Norman	NLe
Lee. Pat	PAl
Lee, Patrick	PAl
Lee, Paul	PAu
Lee, Scott	SCl
Lee, Stan	SLe
Lee. Tom	TLe
Leeke, Mike	MLe
Leialoha, Steve	SLe
Leon, John Paul	JLn
Leonard, Mike	MLn
Leonardi, Rick	RLe
Levins, Rick	RLv
Levitz, Paul	PLe
Lieber Jerry	LLe
Lieber Steven	SLb
Liefeld, Rob	RLd
Lightle, Steve	SLi
Lim, Ron	RLi
Lipka, Mark	MLi
Linsner, Joseph Michael	JLi
Liobdell, Scott	SLe
Locke, Vince	VLo
Loeb, Jeph	JLb
Loffcier, R.J.M.	RLo
Lopez, José Luis Garcia	JLz
Lopresti, Aaron	ALp
Lucas, John	JLu
Luke, Eric	ELk
Lusthaeder, Erik	ELu
Lyle, Tom	TLy
Macchio, Ralph	RMa
Mack, David	DAv
Mackie, Howard	HMa
[illegible]	DAr
Madan, Dev	DVm
Madureira, Joe	JMd
Maggin, Elliot S.	EMa
Maguire, Kevin	KMa
Magyar, Rick	RMg
Mahnke, Doug	DMn
Mahfood, Jim	JMf
Manabe, Jahji	JMa
Mandrake, Tom	TMc
Mangels, Andy	AMa
Manley, Mike	MMn
Manning, Russ	RMi
Mantlo, Bill	BMa
Marcos, Pablo	PMa
Marsden, William	WMr
Marder Larry	LMr
Marimon, Bill	BMn
Mariotte, Jeff	JMr
Marotz, Esteban	EMa
Marrs, Les	LMr
Martinbrough, Shawn	SMa
Marz, Ron	RMz
Matsuda, Jeff	JMs
Matt, Joe	JMt
[illegible]	BMa
Mayerik, Val	VMa
Mayhew, Mike	MMa
Mays, Rick	RMy
Mazzucchelli, David	DMa
McAvenue, Mike	MMc
McCarthy, Brendon	BMr
McCloud, Scott	SMl
McCrew, Tom	TMw
McCrea, John	JMr
McDaniel, Scott	SMd
McDaniel, Walter	WMc
McDonnell, Luke	LMc
McDuffie, Dwayne	DMc
McEowen, Patrick	PMc
McFarlane, Todd	TMc
McGregor, Don	DMg
McGuinness, Ed	EMc
McKean, Dave	DMk
McKeever, Ted	TMk
McKenna, Mark	MCk
McKenzie, Roger	RMc
McKie, Angus	AMc
McKone, Mike	MMk
McLaughlin, Sean	SMc
McLaurin, Marc	MMc

ARTISTS & WRITERS

Allred, Laura	LAl
Allred, Michael	MAl
Altieri, Kevin	KAl
Altstaetter, Karl	KAl
Amancio, Aluir	AAm
Anderson, Brent	BAn
Anderson, Murphy	MAn
Andru, Ross	RAn
Aparo, Jim	JAp
Aragonés, Sergio	SAr
Arcudi, John	JAr
Aucoin, Derec	DAu
Augustyn, Brian	BAu
Austin, Terry	TAu
Ayers, Dick	DAy
Azzarello, Brian	BAz
Bachalo, Chris	CBc
Badger, Mark	MBd
Beggs, Peter	PBe
Bagley, Mark	MBe
[illegible]	MBr
Baker, Kyle	KBa
Balent, Jim	JBl
Banks, Darryl	DBk
Baron, Mike	MBa
Barr Mike W	MWb
Barreto, Eduardo	EBa
Batista, Chris	CBt
Batt	BAt
Bendis, Brian Michael	BBe
Benefiel, Scott	SBe
Benes, Ed	EBe
Benitez, Joe	JBe
Benjamin, Ryan	RBn
Bennett, Joe	JBe
Bolton, John	JBo
Bond, Phillip	PBo
Booth, Brett	BBt
Boring, Wayne	WBo
Boyd, Robert	RBo
Breeding, Brett	BBd
Breneton, Daniel	DBn
Brevoort, Tom	TBr
Breyfogle, Norm	NBr
Bridwell, E. Nelson	EBr
Bright, Mark	MBr
Brigman, June	JBr
Broderick, Pat	PBr
Broome, John	JBm
Broome, Matt	MAt
Brozowsky, Joe	JBz
Brubaker Ed	EBb
Buckingham, Mark	MBu
Buckler, Rich	RBu
Burchett, Rick	RBr
Buscema, John	JBu
Buscema, Sal	SBu
Busiek, Kurt	KBu
Butler, Steve	SBt
Buzz	BBz
Byrd, Mitch	MBy
Byrne, John	JBy
Calafiore, Jim	JCf
Campbell, Eddie	ECa
Campbell, J. Scott	JCp
Campos, Marc	MCa
Capullo, Greg	GCp
Cardy. Nick	NCa
Carey, Mike	MCy
Carlin, Mike	MCr
Chiang, Cliff	CCh
Chiarello, Mark	MCh
Chichester, Dan	DCh
Chiodo, Joe	JCd
Choi, Brandon	BCo
Churchill, Joe	JCh
Ciricocco, Frank	FCi
Clairemont, Chris	CCl
Cockrum, Dave	DCa
Coipel, Olivier	OCa
Colan, Gene	GCa
Collins, Max	MCo
Collins, Mike	MCn
Collins, Nancy A.	NCa
Collins, Terry	TCa
Colon, Ernie	ECo
Connar, Amanda	ACo
Conway, Gerry	GCy
Cooper Dave	DCp
Crilley. Mark	MCl
Cruz, Roger	RCr
Damaggio, Rudolfo	RDm
Daniel, Tony	TDa
Darrow Geof	GDa
David, Peter	PDa
Davis, Alan	ADa
Davis, Dan	DDv
Davis, Malcolm	MDa
DeFalco, Tom	TDe
Eaglesham, Dale	DEa
Eastman, Kevin	KEa
Eatos, Scot	SEa
Edginton, Ian	IEd
Egeland, Marty	MEg
Eisner, Will	WEi
Eldred. Tim	TEl
Elliot, Randy	REl
Elks, Warren	WEl
Elson, Harlan	HEl
Englehart, Steve	SEn
Ennis, Garth	GEn
Ensign, Jordi	JEn
Epting, Steve	SEp
Erskine, Gary	GEx
Erwin, Steve	SEr
Estes, John	JEs
Evaner Mark	MEv
Everett, Bill	BEv
Exqueira, Carlos	CEz
Faber, Rich	RFa
Fabry, Glenn	GFa
Faerber, Jay	JFa
Geiger Steve	SGg
Gerack, Drew	DGe
Gerber Steve	SGe
[illegible]	GEr
Gianni, Gary	GGi
Giarrano, Vince	VGi
Gibbons, Dave	DGb
Giffen, Keith	KGi
Gil, Armando	AGi
Gilbert, Michael T	MGi
Gillis, Peter	PGi
Giordano, Dick	DGi
Glanzman, Sam	SGl
Golden, Michael	MGo
Goodwin, Archie	AGn
Gosser, Phil	PGs
Gossett, Christian	CGo
Goyer. David	DGo
Grainger Sam	SGn
Grant, Alan	AGr
Grant, Steven	SGr
Grau, Peter	PGr
Gray, Mick	MGy
Grayson, Devin	DGy
Green, Randy	RGr
Grell, Mike	MGr
Grey	GRe
Grindberg, Tom	TGg
Gross, Daenick	DGr
Gross, Paul	PGs
Gruenwald, Mark	MGn
Grummett, Tom	TGr
Guay, Rebecca	RGu
Guice, Butch Jackson	JGu
Guichet, Yvel	YGu
Guinan, Paul	PGn
Guisey, Paul	PGu
Gustovich, Mike	MGu
Ha, Gene	GHa
Haley, Matt	MHy
Hall. Bob	BHl
Hama, Larry	JHa
Hamm, Sam	SHa
Hamner. Cully	CHa
Hampton, Bo	BHa
Hampton, Scott	SHm
Haney, Bob	BHy
Hannigan, Ed	EHa
Hansen, Mare	MAh
Hanson. Neil	NHa
Havas, Bob	BHa
Harris, Jack C.	JHa
Harris, Mike	MHa
Harris, N. Steven	NSh
Harris, Tony	THa
Harrison, Lou	LHr
Harrison, Mark	MHn
Hartnell, Andy	AHa
Hartsoe, Everette	EHr
Hawkins, Matt	MHw
Hayes, Drew	DHa
Heath, Russ	RHe
Heck, Don	DHe
Hessler Mike	MHs
Heifer Andrew	AHe
Hempel, Marc	MHp
Hennessy, Andrew	AHn
Henry, Flint	FHy
Ishida, Tatsuya	TIh
Jacobs, Will	WJa
James, Joseph A.	JJm
Janke, Dennis	DJa
Jansen, Klaus	KJa
Jarvinen, Kirk	KJv
Jeanty, Georges	GJe
Jenkins, Paul	PJe
Jensen, Jeff	JJe
Jimenez, Leonardo	LJ
Jimenez, Phil	PJi
Johns, Geoff	GJn
Johnson, Dave	DJo
Johnson, Jeff	JJo
Johnson, Paul	PJe
Johnson, Rob	RJn
Jones, Bruce	BJo
Jones, Gerard	GJo
Jones, J.G.	JJn
Jones, Kelley	KJo
Jones, R.A.	RJo
Jones, Robert	RJn
Jurgens, Dan	DJu
Jusko, Joe	JJu
Justiniano, José	JJs
Kaluta, Michael Wm.	MKl
Kaminski, Jan	LKa
Kane, Bob	BKa
Kane, Gil	GKa
Kanagher, Robert	RKa
Kanuga, Trent	TKn
Kane	KAn
Kavanagh, Terry	TKa
Kayanan, Rafael	RKy
Kelly, Joe	JKe
Kennedy, Cam	CKe
Keown, Dale	DKe
Kesel, Barbara	BKe
Kesel, Karl	KKe
Kieth, Sam	SKi
Kindersid, Lovern	LKi
Kirby, Jack	JK
Kitson, Barry	BKi
Klein, Todd	TKl
Kollins, Scott	SKl
Korday, Igor	IKo
Krause, Peter	PKr
Kristiansen, Teddy H.	TKr
Kubert, Adam	AKu
Kubert, Andy	AKb
Kubert, Joe	JKu
Kupperberg, Alan	AKp
Kupperberg, Paul	PKu
Kwitney. Alisa	AKw
LaBan, Terry	TLa
Labat, Yancey	YLa
Lackey, Mike	MLc
Laguna, Fabio	FLa
Lai, Ben	LAi
Lai, Ray	RAi
Laird, Peter	PLa
Land, Greg	GLn
Lanning, Andy	ALa
Lansdale, Joe R.	JLa
Lapham, David	DLp
LaQuinta, Robert	RLa
[illegible]	MLr
LaRocque, Greg	GLa

CREATOR TO WATCH OUT FOR

ONTHERISE



BREG LAND

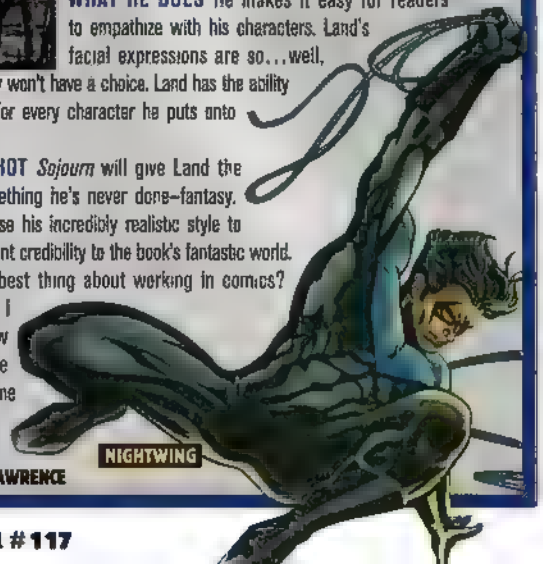
CREDITS Land crafted a name for himself on DC's Batman titles, penciling the *Nightwing/Huntress* mini-series, *No Man's Land* #0 and the monthly *Birds of Prey* and *Nightwing* series before moving to CrossGen, where he'll pencil the upcoming *Sojourn*.

WHAT HE DOES He makes it easy for readers to empathize with his characters. Land's facial expressions are so...well, expressive, that they won't have a choice. Land has the ability to make you feel for every character he puts onto the printed page.

WHY HE'LL BE HOT *Sojourn* will give Land the chance to do something he's never done–fantasy. The penciler will use his incredibly realistic style to add a sense of instant credibility to the book's fantastic world.

QUOTABLE "The best thing about working in comics? Just the fact that I get to sit and draw with a pencil. The most fun thing for me has always been to sketch on paper."

■ CHRISTOPHER LAWRENCE



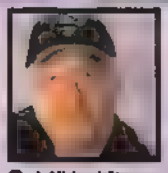
TOP 10 CREATORS

These are the creators the fans crave. Creators whose name on a cover sells the book. WIZARD's "Top 10 Creators" lists are derived from a nationwide survey. Artists include pencilers and painters.

FANFAVORITES

WRITERS

1. Kevin Smith
Green Arrow, upcoming Bluntman and Chronic

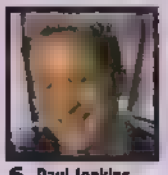


2. J. Michael Straczynski
Rising Stars, Amazing Spider-Man

3. Brian Michael Bendis
Ultimate Spider-Man, Powers

4. Mark Millar
Authority, Ultimate X-Men

5. Jeph Loeb
Superman, Fantastic Four



6. Paul Jenkins
PP: Spider-Man, Witchblade

7. Garth Ennis
Just a Pilgrim

8. Joe Kelly
Action Comics, Superboy

9. Brian Azzarello
100 Bullets, Hellblazer

10. Greg Rucka
Detective Comics

ARTISTS

1. Adam Kubert
Ultimate X-Men

2. Ed McGuinness
Superman

3. Carlos Pacheco
Fantastic Four

4. Alan Davis
Avengers, Superboy's Legion

5. Gary Frank
Midnight Nation

6. John Romita Jr.
Amazing Spider-Man

7. George Perez
CrossGen Chronicles, upcoming: JLA/Avengers

8. Sean Chen
Wolverine

9. Talent Caldwell
Fathom: Killian's Tide

10. Mark Bagley
Ultimate Spider-Man

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McLeod, Bob BMc
McMahon, Michael MMh
McManus, Shawn SMs
McNiven, Steve SMn
Medina, Angel AMe
Medley, Linda LMe
Mendoza, Jaime JMe
Messner-Loebs, William WLo
Mhan, Pop PMh
Michelinie, David DMi
Middleton, Josh JMi
Mignola, Mike MMi
Milgrom, Al AMi
Miller, Mark MMr
Miller, Frank FMi
Miller, Mike S. MMe
Milligan, Peter PM
Minault, Bernie BMi
Mishkin, Dan DMs
Moder, Lee LMd
Moebius MOe
Moeller, Christopher CMo
Moench, Doug DMo
Moldoff, Shelly SMo
Monks, Joseph M. JMk
Mooney, Jim JMo
Moore, Alan AMo
Moore, John Francis JFm
Moore, Terry TMr
Morales, Rags RMa
Moreth, Mark MMo
Morrison, Grant GMo
Morrow, Gray GMr
Mottel, Dean DMr
Mougin, Luc LMo
Moy, Jeffrey JMy
Murray, Doug DMu
Muth, Jon JMu
Mychaels, Marat MMy
Nagai, Go GNa
Nagayasu, Takumi TNg
Napolitano, Nick NNa
Nasser, Mike MNa
Nauck, Todd TNu
Neary, Paul PNe
Nelson NEl
Nelson, Mark A. MNl
Netzer, Mike MNe
Newell, Mindy MNw
Newton, Don DNe
Nguyen, Tom TNy
Nichols, Art ANi
Nicieza, Fabian FNi
Nieves, Rafael RNi
Noeeth, Ann ANo
Nolan, Graham GNo
Nord, Cary CNr
Novick, Irv INo
Nowak, Phyllis PNo
Nowlan, Kevin KNo
Nutman, Philip PNu
O'Barr, James JOb
O'Donnell, Peter POd
O'Neil, Dennis DOn
O'Neil, Kevin KOn
Oemang, Michael Avon MAo
Olivetti, Ariel AOl
Oliffe, Pat POl
One, Dark DOe
Onaway, Jerry JOr
Orlando, Joe JOd
Osio, Mamoru MOs
Ostrander, John JOs
Otomo, Katsuhiro KOt
Pace, Richard RPc
Pacella, Mark MPc
Pacheco, Carlos CPa
Paley, Nina NPa
Palmiotti, Jimmy JPl
Palmiotti, Peter PPa
Panicola, Mark MPn
Parker, Rick RPk
Packhouse, Steve SPa
Parobeck, Mike MPr
Pascoe, James JPc
Patterson, Bruce BPa
Pearson, Jason JPs
Pekar, Harvey HPe
Pelletier, Paul PPe
Pennington, Linda LPe
Pennington, Mark MPe
Perez, George GPe
Perlin, Don DPe
Peterson, Brandon BPe
Peterson, Jonathan JPo
Petrucha, Stefan SPr
Peyer, Tom TPe
Phillips, Sean SPh
Pine, Richard RPi
Pini, Wendy WPi
Platt, Stephen SPl
Pleece, Warren WPl
Ploog, Mike MPl
Plunkett, Kilian KPl
Pollack, Rachel RPo
Pollard, Keith KPo
Pollins, Adam APo
Pope, Paul PPo
Porter, Howard HPo
Portacio, Whilce WPo
Potts, Carl CPo
Powell, Bob BPo
Powell, Martin MPo
Premiani, Bruce BPr
Priest, Christopher CPr
Prosser, Jerry JPr
Puckett, Kelley KPu
Pugh, Steve SPu
Pulido, Brian BPu
Purcell, Gordon GPu
Pusko, Martin MPu
Queen, Randy RQu
Quesada, Joe JQu
Quitely, Frank FQu
Raab, Ben BRb
Ramos, Humberto HRa
Randall, Barbara BRa
Randall, Ron RRn
Raney, Tom TRa
Ransom, Arthur ARa
Rasbon, Jerome JRa
Rawson, Dave DRa
Raymo, Richard Piers RRa
Reeves-Stevens, Judith JRs
Richardson, Mike MRi
Ricketts, Mark MRc
Ridgeway, John JRi
Rieber, John Ney JRe
Riley, John JRi
Risso, Eduardo ERi
Rivoche, Paul PRv
Robbins, Frank FRo
Robbins, Trina TRo
Roberts, Jon JRo
Robertson, Darick DRb
Robinson, James JRb
Robinson, Roger RRo
Rogers, Marshall MRo
Roman, Steve SRo
Romita, John JRo
Romita Jr. John JRj
Ross, Alex ARo
Ross, Dave DRo
Ross, John JRs
Ross, Luke LRs
Ross, Marshall MRs
Roth, Werner WRo
Rouleau, Duncan DRu
Royle, John JRy
Rozum, John JRz
Rubi, Melvin MRu
Rubinstein, Joe JRu
Rucka, Greg GRu
Rude, Steve SRu
Russell, Craig P PCr
Russell, Vince VRu
Ryan, Matt MRy
Ryan, Paul PRy
Sagara, Mike MSa
Sakai, Stan SSa
Sale, Tim TSa
Salick, Roger RSa
Saltares, Javier JSs
Sanderson, Peter PSa
Sant, Wayne Van WVa
Savuk, Alex ASa
Schaffenberger Kurt KSc
Schmitz, Mark MSm
Schrelb, Rob RSc
Schultheiss, Matthias MSc
Schultz, Mark MSh
Scolfield, Sean SSc
Seagle, Steven T SSe
Sears, Bart BSe
Semeiks, Val VSe
Severin, Marie MSe
Shanower, Eric ESh
Sharp, Liam LSh
Sharpe, Kevin KSh
Shaw, Sean SSh
Sharow, Masamune MSr
Shoemaker, Terry TSh
Shooter, Jim JSh
Sibal, Jonathan JSb
Siegel, Jerry JSg
Sienkiewicz, Bill BSt
Silvestri, Eric ESi
Silvestri, Marc MSi
Sim, Dave DSi
Simon, Joe JSi
Simonson, Louise LSi
Simonson, Walt WSi
Simpson, Don DSs
Simpson, Howard HSi
Simpson, William WSm
Sinnott, Joe JSi
Skeates, Steve SSk
Skroce, Steve SSr
Skrones, Mary MSs
Slampyak, Ted TSl
Sliker, Roger RSl
Slott, Dan DSl
Small Jr., Louis LSm
Smith, Andy ASm
Smith, Beau BSt
Smith, Cam CSm
Smith, Jeff JSm
Smith, Kevin KSm
Smith, Paul PSm
Smith, Tod TSm
Snejbjerg, Peter PSn
Snejpecka, Tom TSg
Snyder, Ray RSn
Snyder III, John K. JSy
Sparling, Jack JSp
Spiegelman, Art ASp
Spiegle, Dan DSp
Springer, Frank FSp
Sprouse, Chris CSp
St. Pierre, Joe JPi
Stassi, Jim JSt
Stefano, John JSa
Staton, Joe JSo
Steacy, Ken KSt
Steffreeze, Brian BSf
Stephenson, Eric ESp
Steranko Jim JSe
Stern, Roger RSt
Stern, Steve SSt
Stevens, Alec ASt
Stevens, Dave DSt
Strnad, Jan JSd
Straczynski, J. Michael JSc
Strazewski, Len LSz
Stroman, Larry LSt
Sullivan, Lee LSu
Sutton, Tom TSu
Swan, Curt CSw
Talbot, Bryan BTa
Tan, Billy BTn
Tanaka, Masashi MTk
Tanghal, Romeo RTa
Taylor R.G. RTl
Templeton, Ty TTe
Texeira, Mark MTe
Thibert, Art ATh
Thibodeaux, Mike MTh
Thomas, Roy RTh
Thompson, Jill JTh
Timm, Bruce BTi
Toth, Alex ATo
Trimpe, Herb HTr
Troug, Chas CTr
Truman, Timothy TTr
Tucci, Billy BTu
Turner, Dwayne DTu
Turner, Michael MTu
Tuska, George GTu
Tuttle, Todd TTu
Vachss, Andrew AVa
Vado, Dan DVa
Valentino, Jim JVa
Vance, Steve SVa
Vasquez, Gus GVa
Veitch, Rick RVe
Veitch, Tom TVe
Velez Jr., Ivan IVe
Velluto, Sal SVe
Verheiden, Mark MVe
Vess, Charles CVe
Vigil, Tim TVi
Villagran, Ricardo RVi
Vines, Dexter DVi
Von Eeden, Trevor TEe
Vosburg, Mike MVo
Wagner, John JWa
Wagner, Matt MWa
Wagner, Ron RWa
Ward, Mark MWd
Warner Chris CWa
Warren, Adam AWa
Watkiss, John JWk
Weaver, Michael MWv
Weeks, Lee LWk
Weir, Len LWe
Wess, Alan AWe
Wenzel, David DWe
Wheatley, Mark MWh
Whigham, Rod RWh
Wiacek, Bob BWi
Wieringo, Mike MWr
Wildman, Andrew AWm
Williams, Anthony AWl
Williams, Chris CWl
Williams, David DWl
Williams, Kent KWl
Williamson, Al AWl
Willingham, Bill BWl
Wilshire, Mary MWl
Windsor-Smith, Barry BSm
Wech, Stan SWe
Wolf, Chance CWl
Wolfe, Joe JWl
Wollman, Marv MWo
Wood, Ashley AWo
Wood, Ten S. TWo
Wood, Wally WWo
Woods, Pete PWo
Worley, Kate KWr
Worner, Kirk van KWo
Wozniak, Chris CWo
Wright, Gregory GWr
Wrightson, Bernie BWr
Wyman, M.C MWy
Yaep, Chap CYa
Yale, Kim KYa
Yeates, Tom TYe
Yeowell, Steve SYe
Young, Doselle DYo
Yu, Leinil Francis LYu
Zeck, Mike MZe
Zulli, Michael MZu

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WIZARD

COMIC BOOK PRICE GUIDE

Paul Schurdi

IT'S EASY... The guide is arranged alphabetically by title. Trade paperbacks, annuals, one-shots and graphic novels are found after the regular listing for a title, and are likewise listed alphabetically. When a title's been used several times for different series, like *Legion of Super-Heroes* or *Fantastic Four*, we list all series under that title chronologically.

You'll notice some book listings have color bars. Green means it's risen in value; red, fallen in value, blue, new issues and/or title listings; and yellow indicates heavy market trading activity yet no change in value since last issue.

ALPHABETICAL ARRANGEMENT

After skipping articles "A," "An," and "The" at the beginning of a title, alphabetization is word by word, not letter by letter. Ex: "The Amazing Spider-Man" is listed under "Amazing," but "Batman: Sword of Azrael" comes before "Batman The Animated Movie" because we include the article "The" when it's an integral part of the title. All titles starting with "Star," including "Star Wars," come before titles such as "Stardust" and "Starman." Abbreviations such as "Dr." are listed before titles like "Dragon" but after titles starting with "Doctor." Numeric titles such as "2099 A.D." will be mixed in alphabetically as if the numeral were spelled out as "Two thousand ninety-nine"

REFERENCES

❶	First Appearance of
anniv	Anniversary issue
A	Appearance
B	Begin stories with
C	Cameo that pre-dates ❶
cvr	Cover
D	Death/Destruction of
GN	Graphic Novel
HC	Hardcover
ID	Identity revealed
J	Joins
L	Last story with
M	Married
O	Origin
p	part #
PF	Prestige Format
Q	Quits
R	Return of
SC	Softcover
sz	Size
TPB	Trade Paperback
w/	With
w/o	Without

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MAKING THE GRADE

All prices listed in the Wizard price guide are for Near Mint (NM) condition. Restored comics sell for 25% of the guide value for their restored grade. Also look for our professionally graded comic guide, elsewhere in the magazine.

MINT (M): A flawless comic, sells for multiples of the value listed in this guide.

NEAR MINT/MINT (NM/M): Appears almost mint, but with a minor flaw such as a small ding or stress line on the spine that does not break color. Fetches 200%-500% of guide.

NEAR MINT+ (NM+): Appears almost mint but with two minor flaws as detailed under NM/MT. Fetches 125%-200% of guide.

NEAR MINT (NM): Appears almost mint, but with more than two minor flaws as detailed under NM/MT. ALL BOOKS LISTED IN THE WIZARD PRICE GUIDE ARE VALUED AT NEAR MINT PRICES. THIS IS THE SAME AS A 9.0 CGC-GRADED BOOK.

NEAR MINT- (NM-): Just a notch below NM: an extra minor flaw or two may exist, such as a 1/16th-inch or less color flake at the staple, edge or corner that keep this book from being NM. There should be no creases at this grade. Modern Age: 90% of guide. Silver Age: 95-120% of guide. Golden Age: 100%-150% of guide.

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VERY FINE+ (VF+): Two defects as detailed under VF/NM. Modern Age: 75% of guide. Silver Age: 80%-85% of guide. Golden Age: 85%-125% of guide.

VERY FINE (VF): More than two defects as detailed under VF/NM. Modern Age: 50% of guide.

VERY FINE- (VF-), FINE/VERY FINE (F/VF): Multiple defects such as slight creases, yellowed pages, minor color flaking and slightly rounded corners, still maintains cover gloss. Fetches 35%-45% of guide.

FINE+ (F+), FINE (F), FINE- (F-), VERY GOOD/FINE (VG/F): Excessive defects as detailed under VF, though no single major defect. Fetches 20%-30% of guide.

VERY GOOD+ (VG+), VERY GOOD (VG), VERY GOOD- (VG-), GOOD/VERY GOOD (G/VG): Excessive defects as detailed under VF- as well as minor tears and stains. Fetches 10%-15% of guide.

GOOD+ (G+), GOOD (G), FAIR/GOOD (FA/G), FAIR (FA), POOR (P): Good books have excessive creases, tears and stains and fetch 5% of guide. Fair books have similar defects as well as loose pages and chunks missing from cover/interior and fetch 3% of guide. Poor books have similar defects, or missing cover/pages. These sell at 1% of guide and are basically "reading" copies.

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243-249	175.00
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262 Supergirl	100.00
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27 -275	85.00
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29 -292	55.00
293	80.00
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374-402	10.00
403-413 52 pages	15.00
414-418	8.00
419 CBa CSw ❶: Human Target	8.50
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425 NAd B: Atom	15.00
426-435	5.00
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583	3.00
584-599	2.00
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2-5	3.00
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8 "Legends of the Dead Earth" story	3.00
9 "Pulp Heroes" story	4.00

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2 4 2: Krypto.	450.00
215-236	225.00
237-246	210.00
247 ❶: Legion of Super-Heroes, ❶ Cosmic Boy, ❶: Saturn Girl ❶: Lightning Lad (as Lightning Boy)	4,500.00
248-252	160.00
253 Superboy meets Robin	225.00
254-255 JKu Green Arrow	185.00
256 JKu O: Green Arrow	600.00
257-258 Green Arrow, Aquaman	125.00
259	130.00
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262 ❶&O: Speedy	110.00
263-266 Green Arrow, Aquaman	110.00
267 2 Legion of Super-Heroes.	800.00
268	110.00
269 ❶&O: Aqualad	240.00
270 B: Congorilla	110.00
271 O retold; author	225.00
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287-289	90.00

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291 1st 12c cover price issue 75.00
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MARVEL
see New Mutants #87 for O: Cable
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WEREADITFORYOU

Avengers #39

How many Hulks does it take to screw in a light bulb? Apparently a whole army of them. Green goliaths are swarming all over Greece, and the Avengers assemble to contain the horde. The plan? Herd the Hulks together and shrink them with Pym particles. Only problem is the plan fails and the Hulks all merge into one colossal Hulk. Oops! And what exactly do these Hulks have to do with Diablo's evil scheme?

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CATWOMAN/WILDCAT
1-4 CDi BSt 2.50

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MARVELS
Just how do those larger-than-life heroes look to your average Joe? Kurt Busiek and Alex Ross took that ball and ran with it in this four-issue mini-series, as photographer Phil Sheldon chronicles a world overrun by superpowered heroes and villains. The Human Torch makes his debut, and we gasp. Namor washes up on shore, and we swear. Classic Marvel characters are rendered in Ross' trademark style. Bonus points for a section detailing just how Ross manages to capture the proper lighting to make for a reality-based illustration. More often than not, it involves making his friends wear Thing heads.

CEREBUS
AARDVARK-VANAHEIM (1977-CURRENT)
0 (6/93) SC, reps. #51, 112-113, 137-138 2.25
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IMAGE/CLIFFHANGER (1998)
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3A 4.00
3B variant cover 7.00
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7A 2.50
7B Dynamic Forces excl. foil cover 10.00
7C Ent. Dist. AA Christmas cover 7.5
7D Ent. Dist. foil variant 10.00
7E Ent. Dist. red foil cover 10.00
ALEX'S NEXT ADVENTURE-A D.Forces exclusive 7.00
ALEX'S NEXT ADVENTURE-B Dynamic Forces excl. alt. JM cover 7.00
ALEX'S NEXT ADVENTURE-C Dynamic Forces exclusive, European Edition 13.00
DC COMICS/CLIFFHANGER (1998-2001)
9-9A 2.50
9B Dynamic Forces Painted Foil ed. 10.00
10-12A 2.50
12B Dynamic Forces exclusive cover 7.00
12C D. Forces excl. gold foil cover 20.00
12D D. F. excl. "remarked" edition 69.95
13-23 2.50
24A dbl-sz final issue 3.50
24B D. Forces exclusive alternate cover 7.00
24C D. Forces excl. slt. gold cover 10.00
ONE-SHOTS
CRIMSON SOURCEBOOK 3.00
SCARLET X: BLOOD ON THE MOON-A 4.00
SCARLET X: BLOOD ON THE MOON-B Dynamic Forces exclusive 7.00

CROSSOVER SALES
IMAGE/TOP COW (2001-CURRENT)
PREVIEW 3.00

CRISIS ON INFINITE EARTHS
DC COMICS (1985-1986)
1 MWe GPe ●: Parish, D: Earth-3 ●: Blue Beetle II (DC Comics) 9.50
2-3 MWe GPe C: Anti-Monitor (shadow) 7.50
4 MWe GPe ©&●: Lady Quark, ●&D: Dr Light II, D: Monitor 7.50
5 MWe GPe Earths 1 & 2 merge, ●: Anti-Monitor 7.50
6 MWe GPe Earths S, X, 4 merge, ●: Captain Atom (in DC Comics) 7.50
7 MWe GPe D: Supergirl 11.50
8 MWe GPe D: Flash (Barry Allen) 13.50
9 MWe [illegible] 7.50
10 MWe GPe D: Aquagirl, D: Psimon, Spectre 7.50
11 MWe GPe single Earth created 7.50
12 MWe GPe D: Dove I, D: Jon Lemaris, D: Anti-Monitor, D: Earth-2 Robin, D: Earth-2 Huntress, D: Kole, D: Earth-2 Green Arrow, Golden Age Superman & Wonder Woman separately depart universe 9.50
HC-A (1998) reps. mini-series, with wraparound cover by GPe and ARo; comes in foil-stamped slipcase; mirror version 100.00
HC-B corrected version 140.00

CROSSGEN CHRONICLES
CROSSGEN COMICS (2000-CURRENT)
1A 4.00
1B Customer Review edition 5.00
2 6.00

THE CRUSADES
DC COMICS/VERTIGO (2001-CURRENT)
1 2.50
JIHAD DECREE 1-Shot 4.00

CRY FOR DAWN
CRY FOR DAWN (1989-1994)
1A JLu ●: Dawn (NOTE: Beware counterfeit #1 w/criss crosses in clouds) 120.00
1B 2nd print 75.00
1C 3rd print, Dawn poster 60.00
2A JLu 90.00
2B 2nd print 30.00
3 JLu 65.00
4A JLu 45.00
4B signed & numbered 80.00
5A JLu 25.00
5B 2nd print, new cover 10.00
5C signed & numbered, rare 45.00
5A JMk JLu Hell Close Up 25.00
5B signed & numbered 44.00
7A-9A 15.00
7B-9B signed & numbered 44.00
COMPILATION PREVUE 20.00
CRY FOR DAWN I-III BINDER EDITION w/1st three prints of #1, 1st two prints of #2, 1st print of #3; signed by JLu, limt'd 500.00
CALENDAR '93

CRYPT OF DAWN
SIRIUS (1996-CURRENT)
1A new anthology series 6.00
1B Limited Edition, new JLu cover 15.00
2 4.00
3-8 3.00

CURSE OF THE SPAWN
IMAGE/TMP (1996-2000)
1A new Spawn in the future 7.00
1B B & W variant 25.00
2 3.00
8 ©: Angela 5.00
10 3.50
11-13 3.00
[illegible] 2.00

CYBLADE/SHI SPECIAL—THE BATTLE FOR INDEPENDENTS
IMAGE/TOP COW/CRUSADE (1995)
1-SHOT-A BTu MSi continues in *Shi/Cyblade*, ●: Witchblade 15.00
1-SHOT-B variant cover by BTu 15.00
1-SHOT-C San Diego Special Edition 22.00
1-SHOT-D limited Edition, available to bound sets only 30.00
SET A boxed set w/all issues & variants of X-over, plus exclusive MSi cover box signed by MSi & BTu, limited 42.00

SET B same as above, but box signed by MSI only ... 39.95
SET C same as Set A, no signatures 29.95

DANGER GIRL
IMAGE/WILDSTORM/CLIFFHANGER (1998)
PREVIEW-A ... 5.00
PREVIEW-B Amar Ent. variant ... 8.00
PREVIEW-C gold logo, limited (5,000) 10.00
PREVIEW-D gold logo, Wizard Authentic, signed ... 12.00
1A AMa/JOp JCp ... 10.00
1B Chromium Edition ... 75.00
1C oversized edition ... 40.00
1D gold ... 10.00
1E Tour Edition ... 20.00
2A AMa/JOp JCp ... 5.00
2B "gun cover" ... 23.00
2C D. Forces excl. Gold Foil cover ... 10.00
2D D. Forces excl. omnichrome cover ... 12.00
2E Omni-Chrome cover ... 15.00
2F Ruby Red Platinum Edition ... 125.00
3A ... 4.00
3B-3C variant covers. AMa or TCh ... 5.00
3D D. Forces exclusive gold variant ... 10.00
4A ... 2.75
4B variant cover ... 4.50

DC COMICS/WILDSTORM/CLIFFHANGER (1998-CURRENT)
5A ... 2.50
5B Dynamic Forces exclusive cover ... 10.00
5C Dynamic Forces exclusive foil cover ... 10.00
5D Ent. Dist. exclusive ... 10.00
6A ... 2.50
6B cover: JMd ... 5.00
6C cover HRa ... 4.00
6D Dynamic Forces gold foil edition ... 10.00
7 dbl-sz. ... 6.00
DANGER GIRL SPECIAL-A ... 3.50
DANGER GIRL SPECIAL-B D. Forces "Mod Bod" cover ... 12.00
DANGER GIRL SPECIAL-C D.F. "Webcuit" cover ... 10.00
DANGER GIRL SPECIAL-D Dynamic Forces European Sketch edition ... 15.00

DANGER GIRL: KAMIKAZE
DC COMICS/WILDSTORM/CLIFFHANGER (2000)
1-2 mini-series ... 3.00

DAREDEVIL
MARVEL (1964-1998)
-1 (1997) "Flashback" tale ... 2.00
1 SLe BEr ●4D Daredevil, ● Foggy Nelson ... 2,050.00
2 SLe JOd Electra ... 525.00
3 SLe JOd ● Owl ... 325.00
4 SLe JOd ●: Purple Man ... 275.00
5 SLe WWe ● Matador ... 225.00
6 SLe WWe ● Mr. Fear ... 150.00
7 SLe WWe ● red costume ... 275.00
8 SLe WWe ● Stilt Man ... 125.00
9 SLe WWe ●4D Klaus Kruger ... 125.00
10 BPo WWo ● Organizer ... 125.00
11 12 ... 75.00
13-15 ... 70.00
16 SLe JRo ●: Masked Marauder ... 80.00
17 SLe JRo Masked Marauder, Spidey ... 80.00
18 SLe JRo ● Gladiator ... 40.00
19-21 ... 40.00
22 SLe GCo ● Tri-Man, Gladiator ... 40.00
23-24 SLe GCo ... 40.00
25 SLe GCo ●: Mike Murdock, ● Leap-Frog ... 30.00
26 SLe GCo Stilt-Man ... 25.00
27 SLe GCo Spider-Man ... 35.00
28-36 SLe GCo ... 25.00
37-48 SLe GCo ... 18.00
49 SLe GCo ● Starr Saxon ... 15.00
50 ... 16.50
51-52 ... 17.50
53 SLe GCo O retold: Daredevil ... 18.00
54-57 ... 12.00
58 RTh GCo ● Stunt-Master ... 12.00
59 RTh GCo ●4D: Torpedo I ... 12.00
60-64 RTh GCo ... 12.00
65 RTh GCo ● Brother Grimstone ... 12.00
66-76 ... 12.00
77 GCy GCo Spider-Man ... 14.00
78 GCy GCo ● Man-Bull ... 12.00
79-91 ... 12.00
92 GCy GCo B: Black Widow as DD's co-star ● Blue Talon ... 14.00
93-99 ... 12.00
100 SGe GCo ● Angar the Screamer ... 20.00
101-104 ... 6.00
105 SGe JSt ... 10.00
106-123 ... 5.00
124 End: Black Widow ... 5.00
125-130 ... 4.00
131 ●4D: Bullseye II ... 25.00
132 Bullseye ... 5.00
133-157 ... 3.00
158 WWe FMi 1st FMi as title ... 45.00
159 RMc FMi Bullseye ... 24.00
160-16 RMc FMi ... 11.00
162 MFI SDr O retold: Daredevil ... 4.00
163-167 ... 11.00
168 FMi FMi ● Electra ... 41.00
169-170 FMi FMi ... 10.00
171-173 FMi FMi ... 7.00
174 FMi FMi Elektra, ● the Hand ... 8.00
175 FMi FMi Elektra, D: the Hand ... 8.50
176 FMi FMi Elektra, ● Stick ... 8.00
177-180 FMi FMi ... 5.00
181 FMi FMi giant-sz., Bullseye, "death" of Elektra ... 10.00
182-184 FMi KJa Punisher ... 5.00
185-189 FMi KJa ... 3.00
190 FMi KJa "return" of Elektra ... 4.00
191-195 ... 3.00
196 KJa Wolverine ... 8.00
197-199 ... 3.00
200 Bullseye ... 4.00
201-225 ... 2.50
227 FMi DMa "Born Again" pt. 1 ... 4.00
228-237 ... 2.50
238 Sabretooth ... 4.50
239-247 ... 2.50
248-249 Wolverine ... 5.00
250-251 AMa JRj ... 2.50
252-253 ... 3.00
254 AMa JRj ●: Typhoid Mary ... 6.00
255-299 ... 2.50
300 "Fall of the Kingpin" pt. 4 ... 4.00
301-318 ... 2.50
319-320 DCh SMd ... 3.50
321A DCh SMd pt. 2, glow-in-dark cover ... 2.50
321B Regular Edition ... 2.00
322-349 ... 2.00
350A JOm PWa dbl-sz ... 3.50
350B Regular Edition ... 3.00
351-352 ... 2.50
353-374 ... 2.00
375 dbl-sz ... 3.00
376-379 "Flying Blind" pts. 1-4 ... 2.00
380 dbl-sz ... 3.00
GIANT SIZE 1 rep. DD Annual #1 ... 10.00

ANNUALS
1 (SPECIAL '1) SLe GCo Electra ... 33.00
2 (SPECIAL '2) reps. DD #10, 11 ... 8.00
3 (SPECIAL '3) reps. DD #16, 17 ... 6.00
4 CCI GTu ●: Mind-Master ... 5.00
5 ('94) Incorrect number on cover ... 4.00
II "Lifeform" X-over ... 3.50
7 Von Strucker ... 3.00
8 GWr MWy ●: Crippler ... 3.00
9-10 ... 3.00
DAREDEVIL/DEADPOOL '97 ... 6.00
DAREDEVIL & KA-ZAR '98 ... 3.00

GRAPHIC NOVELS
BLACK WIDOW: THE COLDEST WAR 9.95
LOVE & WAR FMi 9.95

MARVEL/CRUSADE
DAREDEVIL/SHI Second part shipped as *Sh/Daredevil* 3.00

MARVEL/DC COMICS
DAREDEVIL/BATMAN DCh SMd 6.00

VOLUME TWO (1998-CURRENT)
1/2 *Wizard* mail-away ... 12.00
1A "Marvel Knights" written by KSm 12.00
1B Dynamic Forces exclusive ... 12.00
1C Marvel Authentix sketch cover 85.00
1D Marvel Authentix printed sketch cvr 10.00
2A-2B covers: JOp or JCp ... 6.50
3 ... 4.00
4-5A ... 3.00
5B variant cover ... 6.00
6-11 ... 2.50
12-17 ... 3.00
18 ... 2.99

DAREDEVIL MINI-SERIES
MARVEL
DAREDEVIL NINJA (2000)
1A ... 3.00
1B D. Forces excl. JOp cover ... 7.00
1C D. Forces Chrome Edition ... 15.00
2-3 ... 3.00

DAREDEVIL/SPIDER-MAN (2000-2001)
1A ... 3.00
1B D. Forces "Concept Sketch" cover 10.00
1C D. F "Concept Sketch" Deluxe Ed. 70.00
1D D. F excl. ARo painted cover edition, comes with bonus D. Forces comic 7.00
1E D. F "Re-Marked" sketch cover 90.00
2-4 ... 3.00

DAREDEVIL: THE MAN WITHOUT FEAR (1993)
1 FMi JRj DD's past ... 4.50
2 FMi JRj ... 4.00
3-5 FMi JRj ... 3.50

DAREDEVIL: YELLOW (2001)
1 ... 3.50

DARK CROSSINGS: DARK CLOUD RISING
IMAGE/TOP COW (2000)
1A ... 6.00
1B D.Forces Gold foil edition ... 10.00
2 ... 6.00

DARK MINDS
IMAGE (1998)
0A (2/99) Ent. Dist. exclusive ... 8.00
0B (2/99) Ent. Dist. Storm Foil cover ... 10.00
1/2 ... 2.50
1A ... 10.00
1B A.U. exclusive cover ... 10.00
1C *Wizard* Authentic signed variant ... 10.00
1D Dynamic Forces Gold Foil ed. ... 10.00
1E "Ghost in the Shell"-esque cover ... 7.00
2A ... 7.00
2B variant cover ... 9.00
3A-3B reg. or variant cover ... 3.00
4A ... 3.00
4B-4C East Coast or West Coast variant ... 5.50
5-11 ... 3.00

VOLUME TWO (2000-CURRENT)
0A-0B ships w/2 covers, equal ratio ... 2.50
1A-1B covers:PAr, D. Degan ... 6.00
1C cover: JOp ... 5.00
1D D.Forces excl. ... 7.00
1E D.F excl. gold ... 10.00
2A-2C covers: PAr, MTu or D. Degan ... 2.50
3A-3C covers: PAr, JOp or D. Degan ... 2.50
4-10 ... 2.50

THE DARKNESS
TOP COW (1996-CURRENT)
see Medieval Spawn/Witchblade for 0: Darkness power, & Witchblade #10 for 0: Jackie Estacado
SPECIAL PREVIEW EDITION GEn MSi ... 15.00
PRELUDE-A Amar Ent. exclusive ... 5.00
PRELUDE-B "Wizard Authentic" edition, signed by BTn ... 18.00
PRELUDE-C gold logo, limited (2,000) ... 10.00
0A (11/96) (see Witchblade #10A) ... 15.00
0B Gold Edition ... 18.00
1/2A *Wizard* mail-away ... 12.00
1/2B variant "Christmas" cover ... 22.00
1/2C D.Forces excl. foil cover ... 10.00
1A ● Jackie Estacado as The Darkness ... 10.00
1B variant, dark cover ... 10.00
1C Platinum Edition ... 22.00
1D Top Cow Fan Club variant ... 10.00
1E Wizard Ace Edition ... 15.00
1F Ent. Dist. exclusive cover ... 7.00
1G D. Forces Sketch cover ... 15.00
2 ... 8.00
3 ... 5.00
4-5 ... 4.00
6-7A ... 3.50
7B variant edition ... 8.00
8A ... 3.00
8B variant ... 5.00
8C Am. Ent. Gold Star Edition ... 7.50
9A-10A "Family Ties" X-over ... 5.00
9B-10B Gold-Foil logo editions ... 8.00
11A MSI cover w/brown background ... 3.50
11B JBe variant cover ... 3.50
11C-11E covers: JBe, MMu, DFn, WPe ... 4.00
11D-11J variant covers ... 4.00
11K MSI Chromium Edition ... 21.00
11L Holo-plaid cover ... 29.00
11M Holochrome MSI cover ... 21.00
11N Holo "error" chrome cvr/MTu ... 35.00
11O Museum Edition ... 150.00
12-15A ... 2.50
15B Smoking Gun Museum Edition ... 165.00
15-20A ... 2.50
20B variant ... 4.00
20C reorder variant ... 2.50
20D reorder variant (1 in 4) ... 5.00
21-24A ... 2.50
24B flip-book w/ *Tomb Raider* ... 9.00
25A ... 2.50
25B holofoil cover ... 14.50
25C Museum Edition ... 175.00
25-28A ... 2.50
28B D. Forces excl. cover interlocks with *Witchblade* #36B ... 7.50
28C D. Forces excl. foil-stamp cover, interlocks with *Witchblade* #38C ... 15.00
29-32A ... 2.50
32B C. Cavalcade "Blue Tempest" ed. ... 6.00
32C C. Cavalcade "B. Tempest" ruby red foil ed. ...
33A ...
33B Convention exclusive ... 5.50
34-36A ... 2.50
36B D. Forces excl. gold foil cover ...
36C D. Forces excl. ruby red foil cover ... 10.00
37-38 ... 2.50
39 ... 2.50
DARKNESS INFINITY ... 3.50
DARKNESS SPECIAL 1 ... 5.00
DARKNESS/WITCHBLADE SPECIAL-A ... 4.00
C. Cavalcade excl. cover K. Cha ... 16.00
DARKNESS/WITCHBLADE SPECIAL-C C. Cavalcade excl., cover RGr ... 15.00

DAWN
SIRIUS (1995-1996)
see Cry for Dawn #1 for 0: Dawn
½A Wizard mail-away ... 10.00
½B variant cover ... 22.50
½A "As Deep As..." 2nd *Dawn* Wizard mail-away ... 8.00
½B "As Deep As..." variant cover, Holo-Foil logo ... 10.00
1A JLi mini-series for Dawn ... 10.00
1B black light version ... 22.00
1C "Look Sharp" Edition, blue armor ... 45.00
1D "White Trash" edition ... 35.00
2A Dawn goes to Hell ... 5.00
2B variant (5,000) ... 28.00
3A Damian Obidaka ... 5.00
3B variant (1,500) ... 30.00
4A The Gauntlet ... 5.00
4B variant (3,500) ... 20.00
5A ... 4.00
5B variant cover ... 15.00
6A ... 4.00
6B variant cover ... 15.00
DAWN: DRAMA Wizard Ace Edition ... 15.00
DAWN GENESIS EDITION-A Wizard exc. ... 3.00
DAWN GENESIS EDITION-B Retailer incentive, Gold Foil w/new cover (Dawn's arms are crossed) ... 8.00
DAWN: 10th ANNIVERSARY SPECIAL ... 3.00
HC LUCIFER'S HALO In slipcase, with sketchbook and tip-in plate; signed and numbered ... 95.00

DAWN: THE RETURN OF THE GODDESS
SIRIUS (1998)
1A JLi JLi mini-series ... 3.00
1B limited edition (5,000) ... 30.00
2-3A ... 3.00
3B Deluxe edition w/certificate ... 18.00
4A ... 3.00
4B Deluxe edition w/certificate ... 20.00

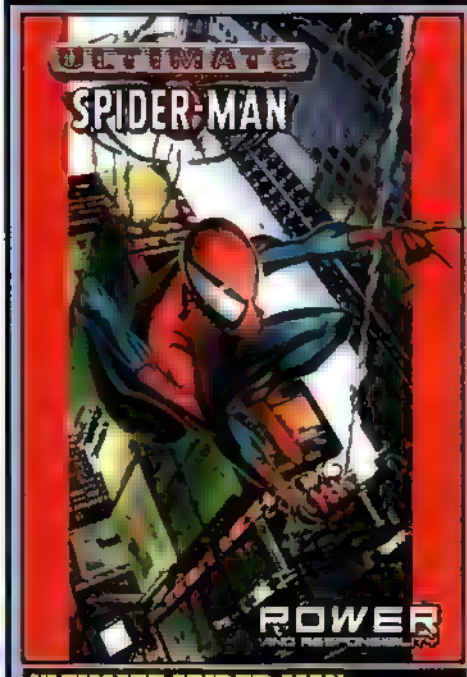
DEADENDERS
(2000-CURRENT)
1-14 ... 2.50
15 ... 2.50

DEADPOOL
MARVEL
see New Mutants #98 for 0: Deadpool
MINI-SERIES (1993)
1 FMi JMd ... 3.00
2-4 FMi JMd ... 2.50
2ND MINI-SERIES (1994)
1-4 MWd ICh ... 2.00
REGULAR SERIES (1996-CURRENT)
-1 (5/97) "Flashback" tale ... 3.00
0 Wizard exclusive ... 3.00
1 JKe EMe ... 8.00
2 JKe EMe ... 5.00
3 JKe EMe ... 4.50
4-10 JKe EMe ... 3.00
11 dbl-sz. ... 4.00
12-24 ... 2.50
25 dbl-sz ... 3.00
26-40 ... 2.50
41-48 ... 2.25
49-51 co-written by Buddy Scalera ... 2.25
52 ... 2.25
ANNUALS
DEADPOOL & DEATH '98 0: Deadpool ... 4.50
ONE-SHOTS
BABY'S FIRST DEADPOOL BOOK ... 3.00
DEADPOOL TEAM-UP ... 3.00
ENCYCLOPEDIA DEADPOOLICA ... 3.00

DEATH: THE HIGH COST OF LIVING
DC COMICS/VERTIGO (1993)
see Sandman #8 for 0: Death
1A NGa CBc ... 5.00
1B Platinum Edition ... 18.00
2-3A NGa CBc ... 3.00
3B replacement book (no cover price) ... 3.00

DEATH: THE TIME OF YOUR LIFE
DC COMICS/VERTIGO (1996)
1-2 NGa CBc ... 4.00
3 NGa MBu Haze learns son's secret ... 4.00
HC reps. mini-series, w/3 new pages ... 35.00

TRADESECRETS
TRADE PAPERBACKS YOU MUST OWN



ULTIMATE SPIDER-MAN: POWER AND RESPONSIBILITY
Been missing out on Brian Michael Bendis' take on a 21st-century Peter Parker? Have no fear: This gargantuan, 192-page TPB collects the first seven issues of the wall-crawler's new style. Kiss the past several years of Spider-suck goodbye! Thrill to the escapades of a nebbish Parker as he battles school bullies! Gasp at the diabolical plans of Norman Osborn! Turn away in disgust and pity as Parker pukes in front of lady love Mary Jane! Chuckle heartily at Uncle Ben's ponytail! Nod in solemn recognition as Parker realizes what responsibility is all about, and starts to grow up!

WE READ IT FOR YOU
IF YOU MISSED IT
Daredevil #15
Go down memory lane as Kingpin revisits his childhood and the events that led him to become the large and in-charge crime boss. While Kingpin wrestles with his inner demons, Daredevil wrestles with Maya, who's on the brink of sending DD to the mat permanently. Yes, we've been watching too much wrestling. During the fight, Maya realizes that Kingpin is the killer of her father then rushes off to settle the score.

THE DEFENDERS
MARVEL (1972-1986)
see Marvel Feature #1 for ●: Defenders

1 SEn SBu Hulk, Dr. Strange, [illegible] 65.00
2 SEn SBu J: Silver Surfer 25.00
3 SEn SBu The Nameless One 20.00
4 SEn SBu J: Valkyrie 18.00
5 SEn SBu ●: Valkyrie 18.00
6 SEn SBu .. 14.00
7-9 SEn SBu 15.00
10 SEn SBu Thor vs. Hulk, X-over with Avengers #117 35.00
11-14 .. 9.00
15 cWe SBu Professor X, Magneto, Brotherhood of Evil Mutants 20.00
16 cWe SBu ●: Alpha [illegible]
17-20 [illegible]
21-25 SGe SBu 6.00
26-29 SGe SBu Guardians of the Galaxy 8.00
30-60 4.00
61 Spider-Man 5.00
62-96 3.00
97-99 JDm DPe 3.00
100 JDm DPe Silver Surfer 4.00
101-124 [illegible]

[illegible]
125 JDm DPe J: Angel, Iceman, Beast & Moondragon 3.00
126-149 2.00
150 3.00
151 2.00
152 PGe DPe "Secret Wars II" X-over, dbl-sz., vs. Dragon of the Moon 3.00

GIANT SIZE
1 20.00
2 12.00
3 10.00
4 18.00
5 24.00

VOLUME 2 (2001-CURRENT)
1 3.00
2A cover: Ela 2.50
2B cover: AAd 3.00
3 2.25

DETECTIVE COMICS
DC COMICS (1937-CURRENT)

SILVER AGE & UP
0 (8/94) 2.00
225 ●&O: Martian Manhunter .5,500.00
226 O pt. 2: Martian Manhunter 1,275.00
227-229 475.00
230 Mad Hatter 500.00
231 232 300.00
233 ●&O: Batwoman 1,250.00
234 300.00
235 O: Batman's costume 550.00
236 Martian Manhunter 350.00
237-238 300.00
239 grey-tone cover 320.00
240 300.00
241 250.00
242 225.00
243-250 260.00
251-264 180.00
265 O retold w/new facts: Batman 300.00
266 180.00
267 ●&O: Bat-Mite 250.00
268-273 180.00
274-280 140.00
281-292 115.00
293 B: Aquaman, Martian Manhunter 125.00
294-297 Aquaman 115.00
298 ●: modern-day Clayface 225.00
299 80.00
[illegible] 85.00
301 80.00
302-310 J'onn J'onzz 60.00
311 ●&O: Catman 60.00
[illegible] 60.00
327 25th Anniv., symbol change 100.00
328 "death" of Alfred 95.00
329-330 60.00
331 40.00
332 Joker 45.00
333-340 40.00
341 Joker 45.00
342-350 40.00
351 ●: Clayface 40.00
352-358 40.00
359 ●&O: New Batgirl 135.00
360-364 40.00
365 Joker 45.00
365-368 40.00
369 Mad Catwoman 57.00
370-371 40.00
372-385 30.00
387 30th Anniv., reps. Detective #427 35.00
388-390 30.00
391-394 20.00
395 NAd 25.00
396 Batgirl 20.00
397 DDn MAd 22.00
398-399 Robin 20.00
400 NAd ●: Man-Bat 57.00
401 Robin 20.00
402 NAd 25.00
403 Van Daxton, Robin 20.00
404 NAd Batgirl 25.00
405-406 20.00
407-408 22.00
409 Tracy Calhoun 20.00
410 DDn MAd Batgirl blcup 25.00
411 ● Talia 18.00
412-413 18.00
414-424 20.00
425-436 10.00
437 WSt J: Manhunter 16.00
438-445 30.00
446-465 8.00
465-468 14.00
469 SEn WSt ●&O: Dr. Phosphorus 6.00
470 SEn WSt vs. Dr. Phosphorus 6.00
471-474 SEn MRa 14.00
475-476 Joker, laughing Fish 24.00
477 SEn MAd MRa 15.00
478-479 LWe MRa Clayface 14.00
480 DDn DNe Hawkman blcup 6.00
481 Man-Bat 12.00
482 JSt CRu Demon 5.00
483 Demon 8.00
484-499 GCy DNe 5.00
500 cWe WSt-DGi O: Batman [illegible] 10.00
[illegible] 4.00
504 GCy DNe Joker 5.00
[illegible] 4.00
513 vs. Two-Face 5.00
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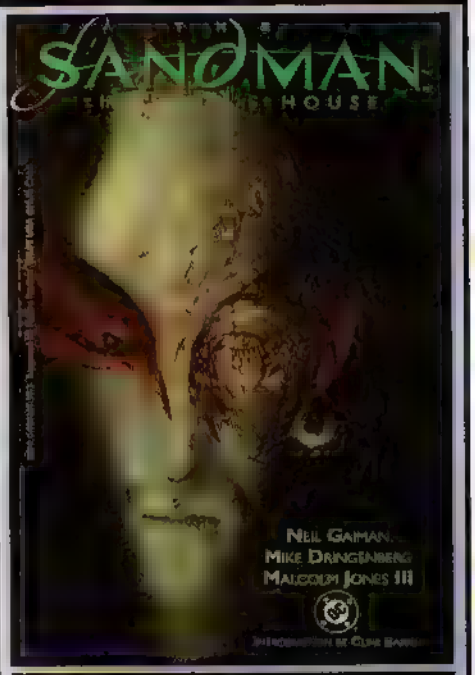

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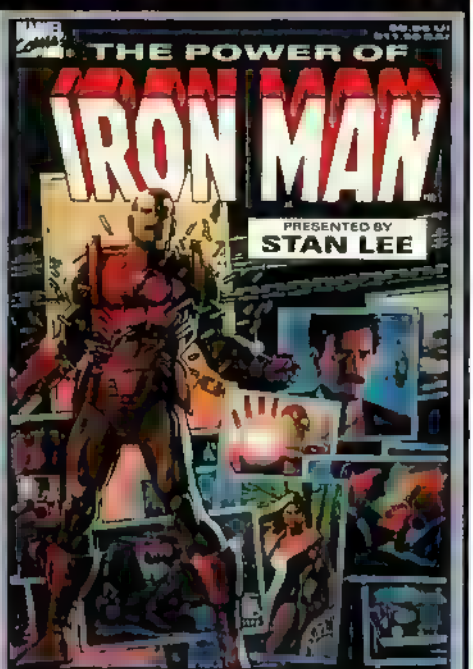

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Green Arrow #1

Ollie Queen is back from the dead and in his own new series as Green Arrow! Well, he actually doesn't show up until the last page because most of the comic is of characters—Arsenal, Black Canary, Connor Hawke—reminiscing about Ollie when he was alive the first time. There's nothing much revealed as to how Ollie's back, but you can bet series writer Kevin Smith will reveal all in the coming months.

IF YOU MISSED IT

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see Fantastic Four #46 for 0: Inhumans

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becomes Justice League America
ANNUAL 2 Joker ... 3.00
ANNUAL 3 JDm MMk ... 2.00
VOLUME TWO (1993-1994)
previously Justice League Europe
51-68 ... 1.25
ANNUAL 4 ... 2.00

JUSTICE LEAGUE OF AMERICA

DC COMICS (1960-1987)

see Brave & the Bold #28
for ● Justice League of America

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7-8 GFo MSe ... 275.00
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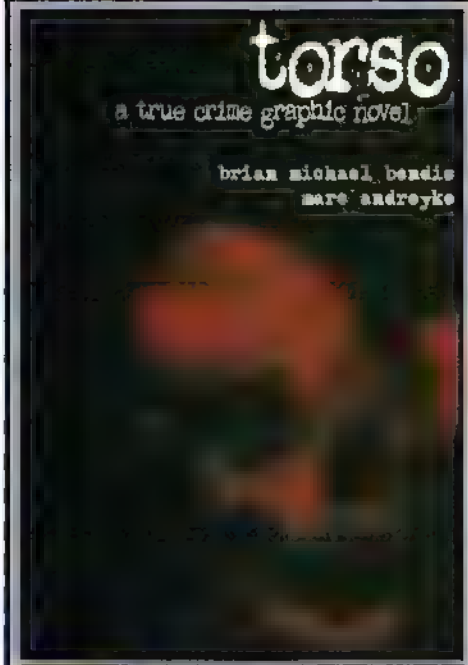

TORSO

Yessir, Brian Michael Bendis had quite the resumé before moving on to *Ultimate Spider-Man, Powers, Daredevil, Ultimate Team-Up*...geez, this guy works a lot. Here, Bendis spins a true-to-life tale of Eliot Ness trying to clean up Cleveland. After Ness is done with Capone, he's appointed safety director for the bustling burg. And just as he comes on board, human torsos (sans the head, hands and feet) begin to crop up. Bendis strikes a unique feel by working in actual crime photos with his art, creating a hyper-reality that perfectly fits the morbid mood of the piece. But doesn't Ness always get his man? Don't bet on it.

21 GFo MSe Re-Intro JSA, ● Black Canary, Dr. Fate & Hourman in the Silver Age ... 300.00
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DC COMICS (2001)

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IMAGE

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IMAGE (1999)

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KABUKI: SKIN DEEP

CALIBER (1997)

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KIN

IMAGE/TOP COW (2000-CURRENT)

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DC COMICS (1996)

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see Evil Ernie #1 for ●: Lady Death

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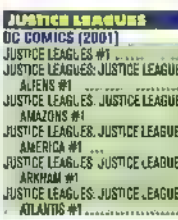

JLA #51

This issue serves up a double dose of JLA. The six heroes with alter egos—Superman, Batman, Plastic Man, Green Lantern, Flash and Martian Manhunter—come face to face with their respective powerless identities. The search for an explanation gets interrupted by strange events all over the globe, where people miraculously get whatever they wish for. We're desperately wishing that this doesn't turn into another clone saga.

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IMAGE

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ANNUALS

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ANNUALS

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25 TBm/MBm KGi 2.50
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38 D: Earth, app: Death 6.50
39-49 ..... 2.00
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ONE SHOT

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LEGIONNAIRES

DC COMICS (1992-2000)

see Legion of Super-Heroes #24 (4th) for O: Legionnaires

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DC COMICS/VERTIGO (2000-CURRENT)

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TUNDRA (1992)

see Creatures of the Id #1 for O: Frank Einstein

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MADMAN COMICS

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DARK HORSE (2000)

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THE MAGDALENA

IMAGE/TOP COW (2000-CURRENT)

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2C Ruby red foil variant 20.00
2D C. Cavalcade "Holy Terror" ed. 6.00
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MAGE

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2 MWa MWa 14.00
3-5 MWa MWa 10.00
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7 MWa MWa 12.00
8-12 MWa MWa 8.00
13 MWa MWa D: Hunter Rose (Grendel) 8.00
14-15 MWa MWa 8.00

HARDCOVERS

VOL. I 125.00
VOLs. 2-3 ..... 85.00

MAGE: THE HERO DEFINED

IMAGE (1997-1999)

0A Amer. Ent. exclusive 6.00
0B *Wizard* Authentic exclusive, signed by Matt Wagner 20.00
1A MWa MWa 5.00
1B 3-D Edition 5.00
2-5 MWa MWa 3.00
8-12 MWa MWa 2.50
13A-13C MWa MWa covers, Kirby Hero, Mage or Joe Phatt 2.50
14A-14B MWa MWa regular and variant covers 3.00
15 ..... 5.00

MASQUE

DC COMICS/VERTIGO (2000-CURRENT)

ANNUAL 2000 "Devil's Night" X-Over 3.50

MAN OF STEEL

DC COMICS (1986)

1A JBy JBy full figure cover, O&D: post-Crisis Superman 3.00
1B JBy JBy chest shot cover 3.00
2 JBy JBy O: new Lois Lane 2.00
3 JBy JBy Batman 2.00
4 JBy JBy O: new Lex Luthor 2.00
5 JBy JBy O: new Bizarro 2.00
6 JBy JBy Kryptonian heritage 2.00

MARTIAN MANHUNTER

DC COMICS (1998-CURRENT)

0 ..... 2.00
1 ..... 2.50
2-10 ..... 2.25
11-20 ..... 2.00
21-29 ..... 2.50
30 ..... 2.50
1,000,000 "One Million" X-over story 2.00
ANNUAL 1-2 ..... 3.00

MARVEL BOY

MARVEL (2000)

1A Mke JLo mini-series 4.00
1B O. Forces exclusive cover 7.50
2-6 ..... 3.00

MARVEL GRAPHIC NOVELS

MARVEL (1982-1989)

All prices are for first printings unless noted.

1 O: Captain Marvel 20.00
2-3 ..... 10.00
4A O&D: New Mutants 15.00
4B-4C 2nd-3rd prints 5.00
5A X-Men: God Loves, Man Kills 15.00
5B-5E 2nd-5th prints 10.00
6 Star Slammers 8.00
7 Killraven 7.00
8 ..... 8.00
8-12 ..... 7.00
13-16 ..... 7.00
17 Revenge of the Living Monolith 8.00
18 She-Hulk 8.00
19 ..... 6.00
20 Greenberg the Vampire 7.00
21 Marada the She-Wolf 7.00
22 Spider-Man 12.00
23 Dr. Strange 8.00
24 Daredevil 8.00
25 Alien Legion 10.00
26-28 ..... 7.00
29 Big Chance 8.00
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32 Death of Groo 12.00
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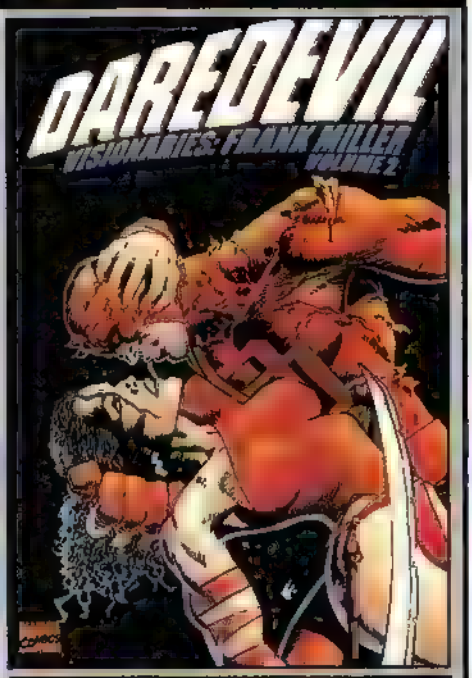

DAREDEVIL VISIONARIES: FRANK MILLER VOL. 2

Long before Frank Miller ever touched the Dark Knight, he was revitalizing The Man Without Fear. *Daredevil*, a sagging title in the early '80s, got a needed shot in the arm with Miller working as both writer and artist. He revamped the title by turning DD's nemesis Bullseye from a lame nut into a sociopath murderer; the formerly doughy and laughable Kingpin became a crime boss with unlimited resources to snipe at DD and his friends. Miller's run also saw the first appearance of Elektra. Matt Murdock's first love and a deadly assassin. This collection gathers issues #168–#182, making it a must-have.

38 Silver Surfer: Judgement Day ...14.00

MARVEL KNIGHTS
MARVEL (2000-CURRENT)
1A 3.50
1T [illegible] 4.00
1C Dynamic Forces excl. alt. cover 9.50
2A-28 covers: JQu or EBa 3.00
2-10 3.00
11- 2.99

MARVEL SPOTLIGHT
MARVEL (1971-1977)
1 O: Redwolf 32.00
2 ❶&O: Werewolf by Night 85.00
3-4 Werewolf by Night 20.00
5 ❶&O: Ghost Rider 55.00
6-8 Ghost Rider 18.00
9-11 Ghost Rider 10.00
12 ❶: Son of Satan 15.00
13-27 5.00
28-29 Moon Knight 10.00
30-31 5.00
32 ❶: Spider-Woman 10.00
33 Deathlok, ❶: Devil-Slayer 5.00

MARVEL SUPER-HERO CONTEST OF CHAMPIONS
MARVEL (1982)
1-3 MGn JRj 1st Marvel mini-series 5.00

MARVEL SUPER-HEROES SECRET WARS
MARVEL (1984-1985)
1 JSh MZe ❶: Beyonder, R: Ultron 3.50
2-8 ..... 2.50
7 JSh MZe ❶: Spider-Woman II (full) 2.50
8 JSh MZe ❶ &O: Spider-Man's alien costume, R: Wasp, villains loss ...10.50
9-11 ..... 2.50
12 JSh MZe dbl-sz, O: Beyonder, R: Heroes, She-Hulk replaces Thing in FF 2.50

MARVELS
MARVEL (1993-1994)
NOTE: All second prints are without acetate covers and are $3.00.
0 KBu ARa companion to series ... 4.00
1 KBu ARa The Marvel Universe from a spectator's eyes ,, 6.00
2 KBu ARa W: Mr. Fantastic & Invisible Girl ... 6.00
3 KBu ARa heroes vs Galactus 6.00
4 KBu ARa focus on Spider-Man 6.00
NC reps. #1-4 w/unpublished art 60.00

MEDIEVAL SPAWN/ WITCHBLADE
IMAGE/TMP/TOP COW (1998)
see Spawn #9 for O: Medieval Spawn
1A GEn BPe NOTE: the Darkness bearer here is not Jackie Estacado ... 8.00
1B Platinum Edition ...40.00
1C Amer. Ent. excl., gold-foil logo ...10.00
1D Gold Edition ...15.00
2-3 GEn BPe ... 3.50

MERIDIAN
CROSSGEN COMICS
(2000-CURRENT)
1A BKe JMi ... 3.50
1B Customer Review Edition ...5.00
2 BKe JMi ... 4.00
3 BKe JMi ... 3.50
4-6 BKe JMi ... 3.00
7 BKe SMn ... 3.00
8 BKe MWr ... 3.00
9 ... 3.00
10 ... 2.95

THE METABARONS
HUMANOIDS PUBLISHING
(1998-CURRENT)
1-12 3.00

MIDNIGHT NATION
IMAGE/TOP COW
(2000-CURRENT)
1A-1B JSc GFk ships with 2 covers ...4.00
1C D. Forces excl. cover ... 10.00
1D D. Forces Blue Foil logo cover 10.00
1E D. Forces Gold Foil logo cover 10.00
1F D. Forces European Edition 10.00
1G Museum Edition 100.00
1H B&W retailer incentive 7.00
1I B&W Con exclusive 10.00
1J D. Forces excl. Wizard World Blue Foil Edition ... 13.00
2A JSc GFk ... 2.50
2B Midwest pink foil logo 20.00
3-5 JSc GFk ... 2.50
6 JSc GFk ... 2.50

MILK AND CHEESE
SLAVE LABOR GRAPHICS
(1991-CURRENT)
NOTE: All printings not listed are $2.75.
1A EDe dairy products gone bad 55.00
1B-1F 2nd-5th prints ... 4.00
1G 7th print 2.75
2 (the other number 1) EDe 25.00
3 (the third number 1) EDe 20.00

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What if a superhero team acted instead of reacted? What if they actively strived to make the world a better place by eliminating poverty, disease, and war? The possible consequences of that, and more, are found in the late Marvel editor Mark Gruenwald's *Squadron Supreme*, in many ways a father to *Watchmen* and *Marvels*. The Squadron is an extremely powerful team so fed up with the world's situation that they take drastic steps to eliminate problems...even if it means seizing rights from the individual. Challenging them is former member Nighthawk, who believes their act is unconscionable. Morally challenging...and fun.

4 (the fourth number 1) EDe ... 15.00
5A (the first second issue) EDe ... 15.00
5B 4th print ... 2.75
6A (565 #1) EDe (4/95) ... 16.00
6B (656 #1) 2nd print ... 2.75
7 (Milk & Cheese's Latest Thing) EDe 4.00

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DC COMICS (2000)
CRISIS ON INFINITE EARTHS #1 MILLENNIUM EDITION-B Chromium Edition (Diamond Seminar exc.) ...25.00
MAD #1 MILLENNIUM EDITION recalled ... 10.00
all other Millennium Editions are cover price

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ECLIPSE (1985-1988)
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11 written by AMo ... 5.00
12 written by AMo ... 15.00
13 written by AMo ... 10.00
14 written by AMo ... 15.00
15 written by AMo scarce ... 40.00
16 written by AMo ... 20.00
17 written by NGa ... 7.00
18-24 written by NGa ... 5.00
3-D SPECIAL 1 ... 3.00
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BOOK 1 ... 80.00
BOOK 2 ... 110.00
BOOK 3 ... 225.00
BOOK 4 ... 60.00
SOFTCOVERS
BOOK 1 ... 40.00
BOOK 2 ... 40.00
BOOK 3 ... 125.00
BOOK 4 ... 40.00

MORE THAN MORTAL
LIAR COMICS (1997-1998)
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1B portrait at top/figure on bottom ... 10.00
1C variant white cover ... 12.00
1D 2nd print ... 3.00
2A ... 3.00
2B European Tour Edition ... 9.00
2C Comic Zone Exclusive, painted cover 5.00
3-4 ... 3.00
IMAGE (1998-2000)
5-7 ... 3.00
MORE THAN MORTAL ART GALLERY ...3.50

MORE THAN MORTAL: OTHERWORLDS
IMAGE/LIAR COMICS
(1999)
1A-1B ships with two covers ... 3.00
1C European variant cover 5.00
1D D. Forces Convention Sketch cover 6.00
2A-2B ships with two covers 3.00
3A-3B ships with two covers 3.00
4 3.00

MORE THAN MORTAL: SAGAS
LIAR COMICS (1998)
1A mini-series ... 2.50
1B variant cover: JLc ... 5.00
1C cover: TVI ... 12.00
2A-2B variant cover: Steve Firchow ... 3.00
2C New Dimension excl. painted cover 10.00
3 ... 3.00

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LIAR COMICS (1998-1999)
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1C San Diego Platinum 10.00
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1F New Dimension Silver Foil Edition 5.00
2-3A 3.00
3B variant cover: Benetiz & Weems 3.00
4-6 3.00

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MARVEL (1998-CURRENT)
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1B Ent. Dist. exclusive cover: TRa ... 6.00
2A-2B two alternate covers ... 3.00
3-5 ... 3.00
6-11 2.50
12 dbl-sz 3.00
13-24 2.25
25 dbl-sz 3.00
26-30 2.25
31 2.25
MUTANT X reps. #1-2 5.00
MUTANT X 1999 3.50
MUTANT X 2000 3.50
MUTANT X 2001 2.99

MYSTIC
CROSSGEN COMICS
(2000-CURRENT)
1A RMz BPe 4.00
1B Customer Review Edition ... 5.00
2 RMz BPe 4.50
3-6 RMz BPe 3.00
7 RMz SMn 3.00
8-9 RMz BPe 3.00
10 RMz BPe ... 2.95

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DC COMICS/VERTIGO (2000)
1-3 *Books of Magic* mini-series ... 2.50
4 ... 2.50

NEW TEEN TITANS
DC COMICS (1980-1984)
see DC Comics Presents #26 for O: New Teen Titans
1 MWn GPe ❶: Grant Wilson 10.00
2 MWn GPe ❶: Deathstroke the Terminator, ❶: Wintergreen, ❶: Grant Wilson as Ravager O: Ravager ❶: Trigon 6.00
3 MWn GPe ❶&O: Psimon, O: Raven, O: Starfire 4.00
4 MWn GPe JLA, O: Trigon 4.00
5 MWn CSw JLA, vs. Goronn. 4.00
6-9 MWn GPe 3.00
10 JR: Deathstroke, O: Changeling 3.00
11-13 2.50
14 ❶: new Brotherhood of Evil 2.50
15 O: Madame Rogue, O: General Zahl 2.50
16 ❶: Captain Carrot & Zoo Crew ... 3.00
17-20 ... 2.00
21 ❶: Brother Blood 2.00
22-25 2.00
26 ❶: Terra, "Runaways" storyline 2.00
27-28 2.00
29-33 MWn GPe 2.00
34 MWn GPe vs. Deathstroke 3.00
35-37 2.00
38 O: Wonder Girl 2.00
39 MWn GPe O: Kid Flash, Dick Grayson grows up being Robin 4.00
40 MWn GPe vs. Brother Blood ... 2.00
[illegible] Tales of the Teen Titans
ANNUAL 1 MWn BPe Omega Men ...3.50
ANNUAL 2 MWn GPe ❶: Adrian Chase as Vigilante II, ❶: Cheshire ... 3.50
VOLUME TWO (1984-1988)
1 MWn GPe Raven possessed by Trigon 4.00
2-48 ... 2.00
[illegible] Titans
ANNUALS
1-4 ... 2.50

NEW TITANS
DC COMICS (1988-1995)
previously New Teen Titans (2nd)
0 (6/94) JLn MWn 2.00
50-59 MWn GPe 2.50
60 MWn TGr "Lonely Place of Dying" X-over 4.00
61 MWn TGr "Lonely Place of Dying" X-over 3.00
62-76 MWn TGr 2.50
77-82 2.00
83 O: Jericho at his father's hand 2.00
84-85 2.00
86-99 1.50
100 dbl-sz, holographic foil cover 3.50
101-121 1.50
122-124 2.25
125 dbl-sz, "Siege of Zi-Charam" pt. 5 3.50
126-130 2.25
ANNUALS
5-10 3.50
11 info on team members 4.00

NICK FURY, AGENT OF S.H.I.E.L.D.
MARVEL (1968-1971)
see Strange Tales #135 for O: S.H.I.E.L.D.
1 ❶&O: Scorpio I ... 68.00
2 35.00
3 32.00
4-5 35.00
6-7 22.00
8-14 10.00
15 ❶&O: Bullseye I 40.00
16-18 10.00
TPB (2000) reps. *Strange Tales* stories 25.00
VOLUME TWO (1989-1993)
1 2.50
2-47 1.50

NIGHTWING
DC COMICS (1996-CURRENT)
see Tales of the New Teen Titans #44 for O: Dick Grayson as Nightwing
1/2 Wizard mail-away ... 10.00
1 CDi SMd Nightwing battles corruption in city of Blüdhaven ... 18.00
2 CDi SMd takes on smugglers 9.00
3 CDi SMd 9.00
4-5 CDi SMd 5.00
6-11 CDi SMd 4.00
12-14 CDi SMd 3.50
15-18 ... 3.00
19 "Cataclysm" X-over, pt. 2 4.00
20 "Cataclysm" X-over 3.00
21-30 2.50
31 Superman 3.00
32-45 2.50
46-49 2.25
50 3.50
51-54 2.25
55 ... 2.25
1,000,000 "One Million" X-over story ...2.00
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[illegible] Light
ALFRED'S RETURN AGr DGI pre-dates first mini-series ... 6.00
NIGHTWING 80-PAGE GIANT ... 6.00
NIGHTWING SECRET FILES ... 5.00

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DC COMICS (1995-CURRENT)
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NIGHTWING AND HUNTRESS
1-4 ... 2.00

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IMAGE/TOP COW (2001-CURRENT)
1A cover MSi ... 3.00
1B cover Clayton Crain 3.00
1C cover DFn 3.00
1D cover MTu, MegaCon excl. ... 25.00
1E cover MTu, MegaCon excl. gold ...15.00
2 ... 2.50

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DC COMICS/VERTIGO
(1999-CURRENT)
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2 BAz ERi 5.00
3-16 BAz ERi 3.00
17-21 BAz ERi 2.50
22 BAz ERi 2.50

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ONI PRESS (1998-CURRENT)
1A flip-book anthology series, ❶: Jay and Silent Bob (in comics) by Kevin Smith ... 12.00
1B 2nd print 3.00
2-11 3.00
12 ❶: Bluntman & Chronic. 7.50
13 3.00

ORION
DC COMICS (2000-CURRENT)
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2-11 2.50
12 ... 2.50

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DC COMICS/WILDSTORM
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7 ... 2.50

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DC COMICS/WILDSTORM
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Spawn #105
Death continues to be a revolving door with the return of Overt-Kill, proving you can't keep a good cyborg down. The mean machine's mission is to bring back the head of Spawn. Bullets fly and chains jingle at the reunion of these two adversaries as Spawn struggles to keep his head on his shoulders and find out who's controlling the mechanical nemesis.

POISON ELVES
MULEHIDE GRAPHICS (1993-1995)
previously I, Lusipher
6 DHa DHa magazine-sz. 25.00
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11 DHa DHa standard comic book-sz. 21.00
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13 DHa DHa scarce 26.00
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15B 2nd print 4.00
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17B 2nd print 4.00
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2 5.00
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IMAGE (2000-CURRENT)
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DC COMICS/VERTIGO (1995-2000)
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3 GEn SDn 12.00
4-6 9.00
7 GEn SDn SI's true colors revealed 7.00
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51-58 2.50
59 4.25
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ONE MAN'S WAR 5.00
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TALL IN THE SADDLE 5.00

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3 5.00
4 C: Original Maxx 8.00
5 SKr's first work, ◐ Original Maxx 30.00
6 ◐ Evangelyne 15.00

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DC COMICS/VERTIGO (1998-CURRENT)
1A written by Alle; cover: AMe 3.50
1B variant cover 4.00
2 3.50
3-13 3.00

THE PUNISHER
MARVEL
see Amazing Spider-Man #129 for ◐: Punisher
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3-4 SGr MZe 4.00
5 SGr MZe 5.00
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written by GEn 32.00
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9-11 2.25
12-15 2.00
16 2.25
17-20 2.00
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2-4 3.00
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1A "Marvel Knights" 3.00
1B white cover variant 12.00
1C D. Forces exclusive alternate cover 10.00
1D 2nd printing 4.00
1E D. Forces Chrome cover 25.00
2A-2B covers: T. Bradstreet, SDn 4.00
3 bagged w/*Marvel Knights* Genesis Ed. 4.00
4-12 3.00
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MARVEL/EVENT (2000)
PUNISHER/PAINKILLER JANE 1-Shot 3.50

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0B (1/01) Premium Edition 10.00
1/2A 3.00
1/2B Premium Edition 10.00
1/2C Chromium Edition 15.00
1-7 ongoing series 3.00
ASHCAN behind the scenes of #1/2 ... 8.95
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PURGATORI: LOVE BITES—B Premium Edition 10.00
PURGATORI: OUT FOR BLOOD 3.00
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PURGATORI VS. CHASTITY—B "Omega" ending 3.00
PURGATORI VS. CHASTITY—C Dlx. Ed. 12.00
PURGATORI VS. CHASTITY—D D. Forces excl. cover 7.00
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PURGATORI VS. LADY DEATH—B Premium Edition 10.00
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UNTOLD TALES OF PURGATORI—B Premium Edition 13.00
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1A 3.00
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1C CBLDF Edition 10.00
2-3 3.00
PURGATORI: GODDESS RISING
PREVIEW BOOK 5.00
1A 3.00
1B Premium edition 8.00
2-4 3.00
PURGATORI: THE VAMPIRE'S MYTH
PRELUDE 10-page story 1.50
1A wraparound sculpted embossed cover 4.00
1B Limited Chromium Edition 20.00
1C Limited Signed Edition 25.00
2A 3.00
2B Limited Chromium Edition 40.00
2C variant cover 4.00

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SIN CITY: A DAME TO KILL FOR

Comic noir at its finest. Poor schmuck Dwight meets up with the beautiful Eva one night a woman with a body that's already broken a million hearts. Dwight takes to her like a lost kitten. And Eva, like every woman who has ever walked the Earth, chews him up and spits him out like bad beef jerky. It's up to Dwight and best pal Marv to square the tab with her. Frank Miller's shadowy, danger-at-every-turn writing moves at a rocket's pace. *Sin City* is never about forgiveness: It's about forgetting all the crap that's happened to you. Man, this is what, the fourth Frank Miller work on the list? The guy is good, folks. Real good.

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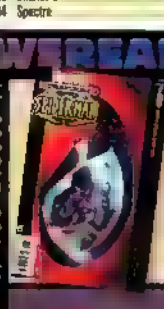

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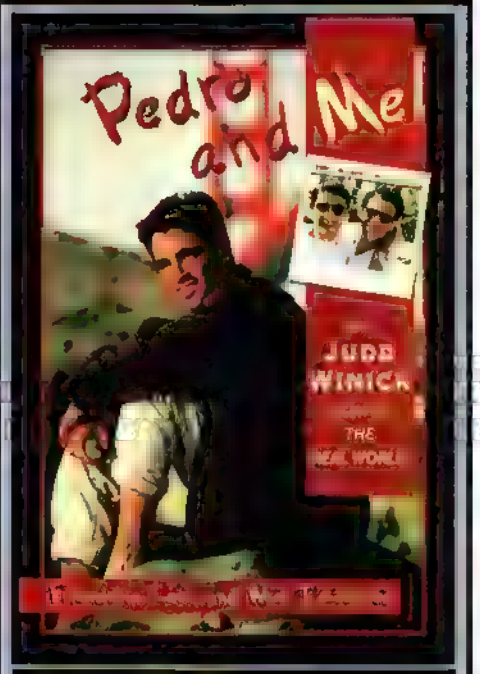

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23-24 RMz RAr 2.50
25 "Images of Tomorrow" book (shipped after #24) 2.50
26-36 2.50
37 dbl-sz, written by WEi 8.00
38-44A written by WEi 5.00
44B "Watchmen" variant cover 5.00
44C "EC Comics" variant cover 5.00
45-49 written by WEi 4.00
50 dbl-sz, written by WEi 5.00
ASHCAN 1 5.00
SOURCEBOOK secret classified info. 2.50
YEARBOOK 1 3.50
VOLUME TWO (1997-1998)
1A 5.00
1B "Voyager Pack" including preview of GEN ¹³ #25, sketches & more 5.00
2-9 5.00
10-11 10.00
TPB CHANGE OR DIE 14.95
TPB A FINER WORLD. 14.95

STRANGE TALES
MARVEL (1951-1968)
1 2,500.00
2 600.00
3-4 600.00
5-6 550.00
7-10 450.00
11-12 375.00
13-24 275.00
25-34 220.00
35 1st Code-approved issue 180.00
36-50 165.00
51-66 155.00
67-78 art: Steve Ditko & Jack Kirby 160.00
79 art: SDi & JKi, Dr. Strange prototype 200.00
80 art: SDi & JKi 150.00
81-82 art: SDi & JKi 135.00
83 art: SDi & JKi, ❶: Gregg 145.00
84 art: SDi & JKi, Magneto prototype 180.00
85-88 art: SDi & JKi 130.00
89 art: SDi & JKi, ❶: Fin Fang Foom 140.00

IF YOU MISSED IT

WEREADITFORYOU

Ultimate X-Men #3
Just as the X-Men are getting used to life at the mansion, Magneto and his Brotherhood of Mutants kidnap the President's daughter, demanding an end to the slaughter of mutants by the government's giant robot Sentinels. With youthful spirit and jolting banter, the X-Men attempt a rescue, but the reality of the deadly mission hits home when one of the team goes down.

80-82 art: SDi & JiG 130.00
83 1st 12-cent issue 125.00
84 Thing prototype 140.00
85-96 125.00
97 Aunt May/Uncle Ben prototype 350.00
98-100 125.00
101 B: Human Torch 850.00
102 275.00
103 JiG 210.00
104 JiG ● Paste-Pot Pete 220.00
105 210.00
106 150.00
107 Human Torch vs Namor 200.00
108-109 150.00
110 ● Dr Strange, ● Ancient One, ● Nightmare 1,200.00
111 Dr Strange, ● Baron Mordo 350.00
112 113 120.00
114 B: Dr Strange series 350.00
115 D: Dr Strange 500.00
116 1st Thing X-over 100.00
117 Evil 70.00
118-119 90.00
120 1st X-Men X-over 100.00
121 122 45.00
123 ● Beetle (becomes Mach-1 of the Thunderbolts 45.00
124 45.00
125 40.00
126 ● Clea, ● Germaniwu 50.00
127 129 40.00
130 Beatles 45.00
131-134 35.00
135 ●&D: S.H.I.E.L.D. 90.00
136 JiG 30.00
137 Mr. Fantastic 35.00
138-140 JiG 30.00
141 JiG ● Mentallo, ● Fixer (becomes Techno of the Thunderbolts) 30.00
142-145 JiG Fixer 30.00
146 JiG ● AIM, Eternity 30.00
147 JiG AIM vs. SHIELD 30.00
148 D: Ancient One 40.00
149-150 JiG 25.00
151 Sprankle's 1st Marvel work 50.00
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157 JiS: ● Living Tribunal 30.00
158-166 25.00
167 JiS: classic cover 40.00
168 25.00
169 ('73) ● Brother Voodoo 8.00
170-177 5.00
178 ● Magus, D: Adam Warlock 15.00
179-181 Warlock & Pip 8.00
182-188 reps. 3.50

ANNUALS

1 460.00
2 1st Spider-Man X-over (pre-dates Amazing Spider-Man #5) 485.00

VOLUME TWO (1987-1988)

1 2.00
2-10 1.50

VOLUME THREE (1998)

1 horror anthology series 5.00
2A-2B two regular covers 5.00

ONE-SHOTS

STRANGE TALES: DARK CORNERS 4.00

STRAMGERS IN PARADISE

ANTARCTIC PRESS (1993-1994)

NOTE: All Gold Logo Editions of this series are reprints and are $2.75 each.

1A story & art: TMr ● Ketchetx 70.00
1B 2nd print 15.00
1C 3rd print (8/94) 6.00
1D Wizard Ace Edition, reps. #1 25.00
2 50.00
3 35.00

ABSTRACT STUDIO (1994-1996)

VOLUME TWO

NOTE: All Gold Logo Editions of this series are reprints and are $2.75 each.

1A 17.00
1B Amer Ent. Exclusive 5.00
1C Amer Ent. Limited Edition 5.00
2 10.00
3 6.00
4-5 5.00
6-13 4.00

MOLLY & POD SPECIAL

5.50

IMAGE/HOMAGE (1996-1997)

VOLUME THREE

1A 3.00
1B Amer Ent. exclusive 8.00
1C Jim Lee variant cover 12.00
2-8 3.00

ABSTRACT STUDIO (1997-CURRENT)

9-10 3.00
11-13 2.75
14 Molly and Pod 4.50
15 2.75
16A Francine/Katchoo cover 24.00
16B Tamiko cover 25.00
17-38 2.75
39 2.95
$3298 collects all the original poetry and songs featured over the years 2.75

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DC COMICS (1949-1979)

SILVER AGE G-UP

60 ●&D: Bizarro (1st thru 5th) 500.00
66-75 80.00
76 ● Super Monkey 80.00
77 Krypto 75.00
78 D: Superboy's costume 135.00
79 75.00
80 Superboy & Supergirl meet for 1st time 125.00
81 65.00
82 ● Bizarro Krypto 75.00
83 84 65.00
85 ● Pete Ross, app. Legion 2X 30
86 ● Mon-El 225.00
90-93 65.00
94-97 40.00
98 ●&C: Jimmy Boy 65.00
99 issue continued 40.00
100 green issue 175.00
101 120 30.00
121 123 30.00
124 ● Insect Queen 30.00
125-128 26.00
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147 80 Page Giant #G-47 25.00
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165 80 Page Giant #G-71 16.00
168-173 10.00
174 80 Page Giant #G-83 16.00
175-176 10.00
177-184 10.00
185 100 page 26.00
186-198 8.00

become Superboy and the L.O.S.H.

ANNUAL 1 160.00

VOLUME TWO (1990-1991)

1 Inspired by TV show 3.00
2A 1.00
2B photo cover 2.50
3-6 1.00
7 written by MWn 2.50
8-14 1.00

become Adventures of Superboy

SPECIAL 1 Jana Lang, inspired by TV 1.25

VOLUME THREE (1994-CURRENT)

0 (8/94) KKe TSr 2.50
1 KKe TSr 3.00
2-24 2.50
25 KKe TSr die-cut, "Losin' It" pt. 1 3.00
26-76 2.50
77-85 2.25
86 2.25
1,000,000 "One Million" X-over story 2.50

ANNUALS

1 Elseworlds tale 3.00
2 "Year One" story 4.00
3 "Legends of the Dead Earth" story 3.00
4 "Pulp Heroes" story 4.00

ONE-SHOTS

SUPERBOY PLUS Adm RMz 3.00
SUPERBOY PLUS 2 w/ Scare Tactics 3.00
SUPERBOY: RISK DOUBLE-SHOT 2.00

SUPERBOY'S LEGION

DC COMICS (2001)

1 Prestige Format mini-series 6.50
2 6.95

SUPERBOY AND THE LEGION OF SUPER-HEROES

DC COMICS (1973-1979)

previously Superboy

197 12.00
198-199 8.00
200 M: Bouncing Boy & Duo Damsel 10.00
201 8.00
202 100 pages 30.00
203 D: Invisible Kid 8.00
204 8.00
205 100 pages 30.00
206-210 8.00
211-227 3.00
228 D: Chemical King 3.00
229-230 3.00
231-239 Giant-size 5.00
240 Giant-size D: Computer 5.00
241-245 Giant-size 5.00
246-248 3.00
250-251 D: Legion HQ 3.00
252 3.00
253 ● League of Super-Assassins, ● Blok 3.00
254-258 3.00

become Legion of Super-Heroes

SUPERGIRL

DC COMICS (1972)

1 22.00
2-10 10.00

MINI-SERIES (1994)

1 RSt JBr 4.00
2-4 3.00
ANNUAL 1 3.00

VOLUME TWO (1996-CURRENT)

1A PDa GFk Supergirl merges with a dying Linda Danvers, ● Buzz 7.50
1B 2nd print 2.00
2 PDa GFk PDa Chaos! 5.00
3 PDa GFk "Final Night" X-over 4.00
4 PDa GFk 3.00
5-9 PDa GFk 2.50
10-46 written by PDa 2.50
47-48 written by PDa 2.25
50 die-cut, written by PDa 4.00
51-55 2.25
56 2.25
1,000,000 "One Million" X-over story 2.50
ANNUAL 2 "Pulp Heroes" story 4.00

ONE-SHOTS

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DC COMICS (1939-1986)

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121 122 180.00
123 Supergirl try-out 225.00
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127 ●&D: Titans 190.00
128 vs the Futuremen 180.00
129 ●: Lori Lemaris 180.00
130 180.00
131 140.00
132 Batman, Robin 150.00
133-139 145.00
140 ● Bizarro Jr. 160.00
141-145 115.00
146 life story 140.00
147 ● Adult Legion 125.00
148 Mxyzptlk 110.00
149 Legion 105.00
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158 ● Flamebird, Lightening 75.00
159-160 70.00
161 D: The Kents 70.00
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198 Supreme Brain 45.00
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212 80 Pg. Giant #G-54 34.00
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217 80 Pg. Giant #G-60 35.00
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222 80 Pg. Giant #G-66 35.00
223-226 25.00
227 80 Pg. Giant #G-72 35.00
228-231 25.00
232 80 Pg. Giant #G-78 35.00
233-238 20.00
239 80 Pg. Giant #G-84 Superman's greatest battles 35.00
240 CSw DOn Wonder Woman 12.00
241-244 12.00
245 100-page issue 25.00
246 ● S.T.A.R. Labs 12.00
247-248 12.00
249 RAd ● Terra-Man 15.00
250-251 10.00
252 100-page issue 25.00
253 DOn CSw 12.00
254 DOn CSw Clark's private life 15.00
255-271 5.00
272 100-page issue 25.00
273-277 4.00
278 100-page issue 25.00
279-283 4.00
284 100-page issue 25.00
285-291 4.00
292 D: Lex Luthor 4.00
293-299 4.00
300 CSw CSw Superman 2001 15.00
301-399 2.50
400 anniv issue, JBy Fbl, MRa, HCh, JiG, BBa, JSa, WSi, BSi 4.00
401-422 2.50
423 Alibi CSw "Last" story pt. 1 8.00

become Adventures of Superman

ANNUALS

1 (1960) 500.00
2 275.00
3 (1961) 200.00
4 150.00
5 100.00
6 75.00
7 55.00
8 45.00
9-10 5.00
11 written by Alibi 15.00
12 3.00

ONE-SHOTS

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SPECIALS

1 (1983) 8.50
2-3 3.00

VOLUME TWO (1987-CURRENT)

0 (8/94), DJu/RMd "Peer Pressure" X-over pt. 2 3.50
1 JBy JBy ●&D: modern Metallo 5.00
2 JBy JBy ID revealed 3.00
3 JBy JBy "Legends" X-over 2.50
4-6 JBy JBy 2.50
7 JBy JBy ● Rampage 2.50
8 JBy JBy vs. Legion 2.50
9 JBy JBy Joker 4.00
10-11 JBy JBy 2.50
12 JBy JBy D: Lori Lemaris 3.00
13-22 2.50
23 RSt MMi D: Silver Banshee 2.50
24-40 2.50
41 JOr JOr Lobo 3.00
42-49 2.50
50A JOr JBy Lois & Clark engaged 5.00
50B 2nd print 1.50
51-52 2.50
53A JOr JOr Lois learns Clark's I.D. 2.50
53B 2nd print 2.50
54-59 2.50
60 ● Agent Liberty 3.25
61-65 2.50
66 "Panic in the Sky" X-over 5.00
67-72 2.50
73 DJu DJu Doomsday 5.00
74 DJu DJu Doomsday 8.00
75A "death" of Superman, Direct, black bag 16.00
75B Platinum Edition 50.00
75C Newsstand Edition 5.00
75D Newsstand, 2nd print 2.00
75E 75F Newsstand, 3rd-4th prints 1.50
76 DJu DJu "Funeral for Friend" X-over 3.00
77 DJu DJu "Funeral for Friend" 2.50
78A DJu "Reign of the Superman" pt. 3, Collector's Edition 2.50
78B Newsstand Edition 2.50
79 DJu pt. 7 3.00
80-81 DJu pts. 11, 15 2.50
82 DJu pt. 20 (of 1): true Superman, Collector's Edition, chromium cover 5.50
82 Newsstand Edition 4.00
83-99 2.50
100A DJu die-cut, holographic foil-enhanced cover 4.50
100B alternate, non-enhanced cover 3.00
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123A Supes dons new costume, glow-in-the-dark cover 5.00
123B non-enhanced variant cover 3.00
124-134 2.50
135 Superman Blue & Red exhaust energy, fuse back into one being 2.50
136-141 2.50
142 Supes abandons Clark Kent ID 2.50
143-149 2.50
150A die-cut, holo-foil cover 4.50
150B variant, non-enhanced cover 3.00
151 3.00
152-158 2.50
159-165 2.25
166A Collector's Edition, Holo-Foil cover 2.25
166B regular cover 2.25
167 2.25
168 2.25
1,000,000 "One Million" X-over story 2.00

ANNUALS

1 JBy RFr ● Titans 4.00
2 RSt RFr vs. Guardian 4.00
3A DAb DJu "Armageddon 2001" X-over 5.00
3B 2nd print 2.00
4-8 3.00
7 Dr. Occult 4.00
8 "Legends of the Dead Earth" story 3.00
9 "Pulp Heroes" story 4.00
10-11 3.00
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SUPERMAN: END OF THE CENTURY 24.95

DC COMICS/KITCHEN SINK

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SUPERMAN: THE SUNDAY CLASSICS slipcase, repr. newspaper strips 60.00

ONE-SHOTS

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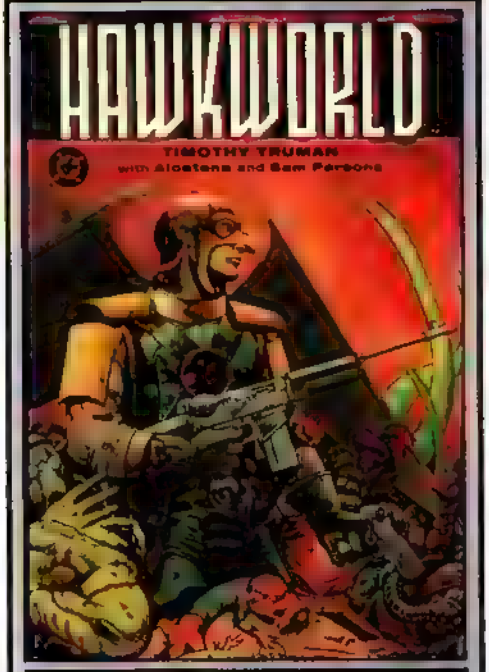

HAWKWORLD

Sure DC's Hawkman can be kind of lame at times. But it's not Tim Truman's fault—he devised an incredible history for the character in this collected three-issue mini-series. The planet Thanagar is home to Katar, member of the royal elite. Pampered in the High Towers, Katar is disgusted by the conditions of the lower class, refugees from various conquered planets. Katar is conned into murdering his father and banished to a prison planet, where another selfish act causes him to join the rejects and undermine authority. The book is elegant and thought-provoking. And reads good on the pooper.

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SUPERMAN: SAVE THE PLANET–B regular edition 3.00
SUPERMAN: SECRET FILES 5.00
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SUPERMAN: WAR OF THE WORLDS Elseworlds tale, vs. Martians 5.00
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DC CHARACTERS

SUPERMAN & SAVAGE DRAGON: METROPOLIS 5.00

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SUPERMAN IN THE SIXTIES ... 19.95
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SPECIALS

1 3.50

SUPERMAN ADVENTURES

DC COMICS (1996-CURRENT)

1-20 based on television cartoon 2.25
21 dbl-sz, Supergirl (NOTE: This issue was originally solicited as Supergirl Adventures #1) 4.00
22-54 ..... 2.00
55 ..... 1.99
ANNUAL 1 ..... 4.00

ONE-SHOTS

SUPERMAN VS. LOBO–MYSTERY IN SPACE duo seeks energy source 3.00

SUPERMAN MINI-SERIES

DC COMICS (1994-CURRENT)

SUPERMAN & BATMAN: GENERATIONS
1-4 JBy JBy Elseworlds 5.00

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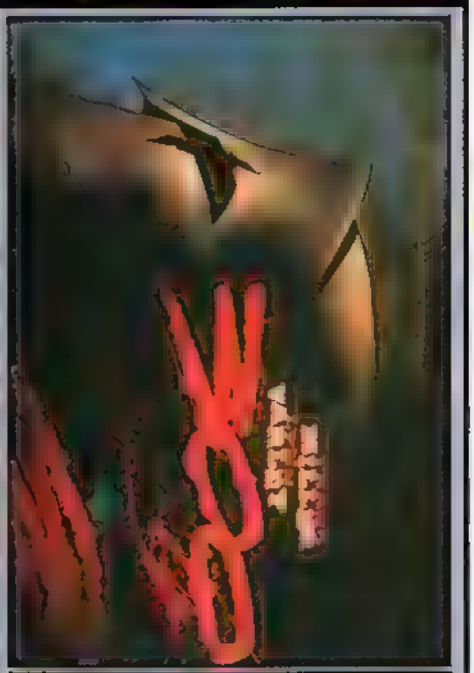

300

Okay, first turn the magazine sideways and check out that awesome cover. C'mon, don't be lazy. Ready? 480 B.C. The Spartans are a proud group. They back down from no one. And they've come to reclaim land lost to the Persians. Frank Miller delights in showing the details he picked up from research on the history of this epic drama, from helmet designs to spears and shields. Grand pin-ups run throughout the tale, with hundreds of warring foes dismembering and impaling each other. Kings and Captains pause to be reflective, or to tell an inspiring story, before slaying hundreds of enemies and then nursing lost eyeballs. Good work if you can get it.

[illegible]
1-4 ..... 2.50
[illegible]
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1 PF, R. Doomsday & Cyborg, Darkseid 8.00
2-3 PF 7.00
SUPERMAN FOR ALL SEASONS
1-4 JLb TSa 5.00
SUPERMAN/GEN 13
1-2 2.50
3 3.50
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SUPERMAN: THE DARK SIDE
1-3 5.00
SUPERMAN: THE DOOMSDAY WARS
1-3 ..... 5.00
[illegible]: WHOM GODS DESTROY
1-4 CCI DAb 5.00
SUPERMAN'S NEMESIS, LEX LUTHOR
1-4 2.50
SUPERMEN OF AMERICA
1A 2.50
1B Collector's Edition, cardstock cover 5.00
2-6 ..... 2.50

DC COMICS/DARK HORSE

SUPERMAN/MADMAN HULLABALOO!
1-3 ..... 3.00
SUPERMAN VS. ALIENS
1 DJu KNo 6.50
2-3 DJu/KNo 5.00
SUPERMAN VS. PREDATOR
1-3 ..... 5.00
SUPERMAN VERSUS THE TERMINATOR
1-4 ARa SPu 3.00

SUPERMAN: THE MAN OF STEEL

DC COMICS (1991-CURRENT)

0 (8/94) LSt JBg ❶ Conduit ... 3.00
1 LSt JBg Krypton Man 3.00
2-16 2.50
17 LSt JBg C Doomsday 5.00
18 LSt JBg ❶ Doomsday 5.00
19 LSt JBg vs. Doomsday 5.00
19-21 LSt JBg "Funeral for Friend" X-over 3.00
22A LSt JBg "Reign of the Superman" pt. 2, Collector's Edition 2.50
22B LSt JBg Newsstand Edition 1.50
23-26 LSt JBg "Reign of the Superman" X-over 2.50
27-29 ..... 2.50
30A LSt JBg Collector's Edition, w/"vinyl clings" of Superman...obe 3.50
30B Newsstand Edition 2.25
[illegible] 2.50
50 LSt JBg B: "Trial of Superman" 3.50
51-52 LSt JBg "Trial of Superman" ...2.50
53-66 ..... 2.50
67-68 3.00
69-99 2.50
100A dbl-sz, cardstock cover 4.00
100B regular cover 3.00
101-102 2.50
103-111 2.25
112 2.25
1,000,000 "One Million" X-over story 2.00

ANNUALS

1-5 .....3.00
6 "Pulp Heroes" story 4.00

SUPERMAN'S GIRLFRIEND LOIS LANE

DC COMICS (1958-1974)

1 3,000.00
2 800.00
3 500.00
4-5 400.00
6 350.00
7 300.00
8-10 250.00
11-12 200.00
13-18 160.00
19-24 125.00
25-29 110.00
30 1st 12-cent issue 75.00
31-50 55.00
51-67 45.00
68 80 Pg. Giant #G-26 50.00
69 45.00
70 ❶: Silver Age Catwoman 225.00
71 2: Silver Age Catwoman 135.00
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74 ❶ Bizarro Flash 42.00
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78 25.00
79-85 12.00
86 80 Pg. Giant #G-51 30.00
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95 80 Pg. Giant #G-63 30.00
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104 80 Pg. Giant #G-75 30.00
105 30.00
106 26.00
107-112 10.00
113 80 Pg. Giant #G-87 30.00
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ANNUALS

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2 1,300.00
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6 375.00
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56-75 .....30.00
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141-148 15.00
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became Superman's Family

SWAMP THING

DC COMICS (1972-1976)

see House of Secrets #92 for ❶: Swamp Thing

1 LWe BWr 81.00
2 LWe BWr 35.00
3-6 LWe BWr 20.00
7 LWe BWr Batman 26.00
8-9 18.00
10 last BWr issue 16.00
11-24 5.00

DC COMICS/VERTIGO

VOLUME TWO (1986-1996)

previously Saga of the Swamp Thing

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50 AMo SBs dbl-sz. 3.50
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ANNUALS

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2-12 2.50
13 ..... 2.50

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13-15 250.00
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becomes Captain America

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IMAGE (2001-CURRENT)

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IMAGE/TOP COW (1998-CURRENT)

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1B A.U. exclusive 8.00
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DC COMICS (1984-1988)

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ANNUAL 4-5 3.00

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The sentimentality issue! Cyclops is the latest X-Man to return to the land of the living, but before hooking up with the X-Men, Scott talks with his father, Corsair of the Starjammers. Father and son discuss the mistakes and tough decisions that have broken up the Summers family over the years. The two patch things up, but don't end up hugging and saying, "I love you." They're guys! What do you expect?

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becomes ANTHOLOGY
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1A 3.50
1B D. Forces exclusive cover 8.50
1C D. Forces excl. Concept Sketch cvr 11.50
2 4.25
3-7 3.50
8 3.50
CAP: A UNIVERSE X SPECIAL-A 4.00
CAP: A UNIVERSE X SPECIAL-B D. Forces Alternate cover 7.00
CAP: A UNIVERSE X SPECIAL-C D. Forces Concept Sketch cover 10.00
CAP: A UNIVERSE X SPECIAL-D D. Forces Ofx. Concept Sketch cover 90.00

USAGI YOJIMBO
FANTAGRAPHICS (1987-1991)
1A 12.00
1B 2nd print 3.00
2 8.00
3-4A 5.00
4B 2nd print 2.50
5 5.00
10A app. TMNT 5.00
10B 2nd print 2.50
11-20 4.00
ONE-SHOTS
CO OP SPECIAL 8.50
SUMMER SPECIAL 8.00

USAGI YOJIMBO
MIRAGE (1993-1994)
1 app. TMNT 6.00
2-18 5.00

USAGI YOJIMBO
DARK HORSE (1996-CURRENT)
1-2 $3a $3a the heavy with a blade 4.00
3-45 $3a $3a 3.00
46 $3a $3a 2.50
HARDCOVERS
THE BRINK OF LIFE & DEATH signed, numbered & includes illustrated tip-in plate 55.00
DAISHO signed, numbered & includes illustrated tip-in plate 49.95
GREY SHADOWS signed, numbered & includes illustrated tip-in plate 55.00
SEASONS signed, numbered & includes illustrated tip-in plate 55.00
SHADES OF DEATH signed, numbered & includes original sketch 49.95
ONE-SHOTS
GREEN PARSIMMON COLOR SPECIAL 3.00

USER
DC COMICS/VERTIGO (2001)
1-2 mini-series 6.00
3 5.95

VAMPI
HARRIS (2000-CURRENT)
PREVIEW EDITION 4.00
1/2A Wizard exclusive 10.00
1/2B Helistrat 8.00
1/2C excl. variant edition, new story 20.00
1A Foil-Enhanced cover 10.00
1B Deluxe Edition, "Group Shot" cover 30.00
1C Gold foil variant 30.00
1D Platinum foil variant 25.00
1E Special Convention Edition 20.00
1F Chrome edition 10.00
1G Royal Blue Edition 60.00
1H Holochrome edition 25.00
2A 8.00
2B Deluxe Edition (limited) 10.00
2C Chrome Edition 15.00
3A-4A 4.00
3B-4B Deluxe Editions, (limited) 10.00
5A-7A 3.00
5B-7B Deluxe Editions, (limited) 10.00
8A 2.95
8B Deluxe Edition (limited) 8.95
ASHCAN-A 7.00
ASHCAN-B Crossover Leather Foil Ed. 15.00
ASHCAN-C Royal Blue edition 65.00
ASHCAN: DARK ANGEL RISING Platinum Leather Edition 15.00

VAMPIRELLA
DYNAMIC
MINI-SERIES (1992-1993)
0A (12/94) MMo JPI 5.00
0B (12/94) Royal Blue Edition 20.00
0C Gold Foil Edition, 500 copies 29.00
0D variant cover Patrick Zircher 10.00
0E variant "Pantha" cover 10.00
1A 25.00
1B 2nd print 5.00
1C (1994) Commem. Ed., new cover 3.00
2 20.00
3 8.00
4-6 5.00
REGULAR SERIES (1997-2000)
0A (1/99) 3.00
0B (1/99) Pantha cover 3.00
1A "Ascending Evil" pt. 1 3.00
1B "ultra-variant" cover ACo 3.00
1C cover JM 6.00
1D Armor Ent. exclusive, ACo cover 4.00
1E "Wizard Authentic" edition, signed by ACo 10.00
1F Crimson Edition, JL cover 500
1F Gold Foil logo, cover: JOn 25.00
1G Platinum Foil logo, cover: JOn 20.00
1H Royal Blue edition, cover JOn 50.00
2A pt. 2 3.00
2B cover JM 10.00
2C limited MTo cover 10.00
3A 3.00
3B cover JM 10.00
4-6 3.00
7A-7B Vampirella w/ Shi cover 3.00
7C Special Edition, cover ACo 4.00
7D Chromium Edition 8.00
7E Newsprint Edition 10.00
8A "Queen's Gambit" pt. 2 3.00
8B San Diego Edition 3.00
9-10A 3.00
10B alternate cover 3.00
10C cover JM 10.00
11 "Hell on Earth" pt. 2 3.00
12A pt.3, new costume cover 3.00
12B classic costume cover 3.00
12C wraparound chromium cover 40.00
12D Chromium edition 24.00
13A-15A covers: P. Zircher 3.00
13B-15B covers: D. Finch 3.00
15C variant Pantha cover 6.00
16A Pantha photo cover (Hubble) 3.00
16B Vampirella cover 3.00
16C limited Pantha photo cover (white background) 10.00
18D Julie Strain photo cover 10.00
17A-17B Pantha photo or Vampi cover 3.00
17C Julie Strain photo cover 10.00
18A "Rebirth" pt. 1 3.00
18B Dynamic Forces exclusive cover 7.00
18C Anniversary edition 10.00
19A 3.00
19B Anniversary edition 10.00
20 3.00
21A photo cover 3.00
21B Lenaor cover 10.00
21C variant photo cover, signed by Julie Strain 20.00
21B Millennium Edition 20.00
21E JL Platinum Edition 15.00
21F JL Holochrome cover 25.00
21G Royal Blue edition 50.00
22A Julie Strain photo cover 3.00
22B painted cover 12.00
23A vs. Lady Death 3.00
23B painted cover MTo 10.00
24A-24B Vampi or Pantha cover 3.00
25A-25B regular or alternate cover 3.00
26A "The End" vs. Lady Death 3.00
26B limited ed., cover: MTo 10.00
26C Platinum edition 20.00
26D Royal Blue Edition 60.00
26E Holo-Chrome Edition 24.95
ASHCAN "Vampirella 2999 A.D. Manga"-A 3.00
ASHCAN "Vampirella 2999 A.D. Manga"-B leather edition 10.00
ASHCAN "Vampirella 3000 A.D."-A 8.00
ASHCAN "Vampirella 3000 A.D."-B leather edition 15.00
PANTHA #1 CONVENTION SPECIAL EDITION 10.00
ONE-SHOTS
CROSSOVER GALLERY-A 3.00
CROSSOVER GALLERY-B signed & numbered 20.00
CROSSOVER GALLERY-C Chrome Ed. 10.00
CROSSOVER GALLERY-D Vampi/Painkiller Jane cover 30.00
CROSSOVER GALLERY-E Holochrome edition 20.00
DEATH OF VAMPIRELLA limited 14.00
PINUP SPECIAL-A 3.25
PINUP SPECIAL-B White cover 10.00
SAD WINGS OF DESTINY-A 4.00
SAD WINGS OF DESTINY-B Gold Emblem Seal Edition 4.00

VAMPIRELLA/DRACULA & PANTHA SHOWCASE previews 1.50
VAMPIRELLA/DRACULA: THE CENTENNIAL-A 5.00
VAMPIRELLA/DRACULA: THE CENTENNIAL-B "Dracula" edition, Dikk cover 5.00
VAMPIRELLA: GENESIS 2.00
VAMPIRELLA ORIGINAL SKETCH COLLECTORS SET 30.00
HARRIS/CHAOS! COMICS
VAMPIRELLA/LADY DEATH PREVIEW 5.00
VAMPIRELLA/LADY DEATH-A 3.50
VAMPIRELLA/LADY DEATH-B Valentine edition 10.00
VAMPIRELLA/LADY DEATH-C Gold edition 30.00
VAMPIRELLA/LADY DEATH-D Penciled edition 10.00
HARRIS/CRUSADE
VAMPIRELLA/SHI-A 3.00
VAMPIRELLA/SHI-C Chromium Edition 10.00
VAMPIRELLA/SHI-D penciled cover 10.00
VAMPIRELLA/SHI-E Holochrome Ed. 20.00
VAMPIRELLA/WETWORKS-A 3.00
cover: SSh/Kiln 5.00

VAMPIRELLA MINI-SERIES
HARRIS (1991-CURRENT)
1A-2A 5.00
1B-2B limited "virgin" edition 11.00
PREVIEW ASHCAN 3.00
1A cover: BHu 3.00
1B-1C signed by creative team or BHu 30.00
1D Satin Edition, limited 10.00
1E Satin Edition, signed & numbered, NOTE this issue was previously solicited by the publisher at an incorrect price 60.00
1F Limited Alternate Edition, cover by Mark Beachum 10.00
2-3 3.00
MORNING IN AMERICA
1-4 KBu 4.00
VAMPIRELLA CLASSIC
1-5 rpts. Warren stories in color 3.00
VAMPIRELLA: LEGENDARY TALES
1A 3.00
1B deluxe painted cover 10.00
2A 3.00
2B variant cover Mike Mayhew 10.00
VAMPIRELLA LIVES
1A-1B regular or model photo cover 3.50
1C Linen Edition 10.00
1D Linen Edition, signed & numbered 15.00
1E command photo cover 3.50
2A-2B "Vengeance" Edition or photo cover 3.00
2C Alternate Edition, painted ARu cover 3.00
2D alternate, signed & numbered ed. 10.00
2A "Graveyard" Edition 3.00
2B photo cover edition 3.00
VAMPIRELLA REVIVAL
1-3 mini-series rpts. Warren stories 2.50
VAMPIRELLA VS. MEMORABILIA
1A 3.50
1B Premiere Ash Can 1.00
1C signed & numbered 8.00
1D Michael Weir cover 3.50
2-3 3.00
VAMPIRELLA VS. PANTHA
PREVIEW 1.50
1A-1B "Vampirella vs. Pantha" or "Pantha vs. Vampirella" covers 3.50
1C-1D same covers, signed & numbered 8.00
1E painted Pantha cover by MTo 3.50
1F painted Pantha cover, signed 8.00
HARRIS/EVENT COMICS (1998)
VAMPIRELLA VS. PAINKILLER JANE
PREVIEW ASHCAN 3.00
1A 3.50
1B alternate cover 3.50
1C gold foil edition 15.00
1D Platinum foil edition 15.00
1E Armor Ent. exclusive 5.00

VENOM
MARVEL (1993)
see Amazing Spider-Man #300 for O: Venom
-1 "Flashback: Seed of Darkness" 2.00
1A Dikk MBa Holo-Grafx cover 3.00
1B Gold Edition 12.00
1C Black embossed cover (Beware. Counterfeit copies exist) 225.00
2-6 2.50

WE READ IT FOR YOU

Universe X #7

Mar-vell and the gang search for the Ultimate Nullifier and arrive on the moon to take it from Uatu. Back on Earth, Reed Richards' life is in jeopardy in the midst of an escalating battle, and Peter Parker makes a desperate offer to Immortus in an effort to stop the attacking forces from breaching Ice Man's wall. Other than that, it's just another quiet day in another bleak potential future.

ONE-SHOTS
SINNER TAKES ALL 3.00
VENOM SUPER SIZE SPECIAL "Planet of the Symbiotes" X-over pt. 3. ... 4.50

VERTIGO SECRET FILES
DC COMICS/VERTIGO
(2000-CURRENT)
HELLBLAZER 5.00
[redacted] 5.00

VIOLENT MESSIAHS
HURRICANE PROD. (1999)
[redacted] 7.50
IMAGE
REGULAR SERIES (2000-CURRENT)
1A "murdered family" cover 4.00
1B Citizen Pain cover 5.00
1C Tower Records excl. cover 5.00
2A photo montage cover 4.00
2B Citizen Pain cover 6.00
3A-3B regular or variant cover 3.00
4-5 ..... 3.00
6 Includes *Low Tribe* flip-book preview 2.95

WARLANDS
IMAGE (1998)
[redacted] 15.00
[redacted] Forces exclusive 15.00
PREQUEL-A Ent. Dist. exclusive 5.00
PREQUEL-B Ent. Dist. excl. variant ... 10.00
0A 6.00
0B Gold edition 6.00
0wA *Wizard* Exclusive 10.00
0wB *Wizard* Authentic, signed by PM 10.00
1A-10 art: PM; regular & "Duo" covers 2.50
1E "Armor Chrome" Edition 12.00
1F D. Forces variant Pat Lee cover 7.50
1G D. Forces Canadian Edition 10.00
1H European Edition 7.50
2A-2B 2.50
2C European Edition 7.50
3A-3B reg. or variant "cast" cover 2.50
4-9A 2.50
9B D. Forces excl. alternate cover ... 4.00
9C D. F. Foil logo cover 8.00
9D D. F. excl. "Millennium" foil ed. 10.00
7-8 ..... 2.50
10 flip-book 3.00
11-12 ..... 2.50
EUROPEAN EDITION SET Comicwatch excl. set of #1-2, Euro Editions ... 25.00
WARLANDS SPECIAL THREE STORIES reprints and new story 6.00

WATCHMEN
DC COMICS (1986-1987)
1 AMo DGb ❶ Watchmen, ❷ Rorschach, ❸ Nite Owl, ❹ Dr. Manhattan, ❺ Silk Spectre, ❻ Ozymandius 6.00
2 AMo DGb 5.00
3 AMo DGb 4.00
4 AMo DGb O: Dr. Manhattan 4.00
5 AMo DGb 4.00
6 AMo DGb D: Rorschach. 3.00
7-8 AMo DGb 3.00
9 AMo DGb O: Silk Spectre 3.00
10 AMo DGb 3.00
11 AMo DGb D: Ozymandius 3.00
12 AMo DGb D: Rorschach 3.00
SLIPCASE reps. #1-#12, with unpublished character sketches, cover designs & more 175.00
HC unpublished material 50.00

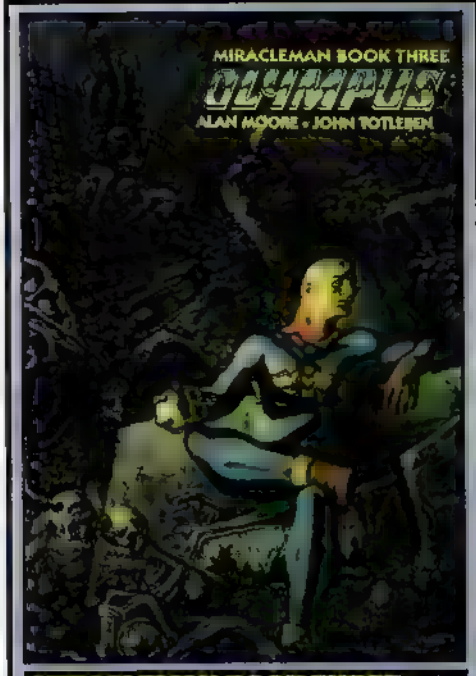
WEB OF SPIDER-MAN
MARVEL (1985-1988)
1 JSt GLa vs. alien costume 10.00
2-10 ..... 4.00
11-26 ..... 3.00
29 JDw SGj Hobgoblin, the Rose sequel to "Spider-Man vs. Wolverine" 5.00
30 ..... 4.00
31 JDm MZe "Kraven's Last Hunt" X-over pt. 1, Spidey buried alive 3.50
32-35 ..... 3.50
36 GCy ASa ❸ Tombstone 3.50
37 ..... 3.00
38 Hobgoblin 4.50
39-47 2.50
48 O: Hobgoblin II continued from Spectacular Spider-Man #147 5.00
48-56 2.50
58 GCy ASa "Acts of Vengeance" X-over 3.00
60-61 GCy ASa "Acts" 3.00
62-68 2.50
90A hologram cover 3.00
90B 2nd print 3.00
91-99 2.50
100 I: Spider-Armor 3.50
101-103 TKa ASa "Maximum Carnage" X-over 2.50
104-105 TKa ASa 2.50
106A TKa ASa bagged w/Dirt magazine 3.00
106B w/o Dirt magazine 2.50
107-112 ..... 2.50
113A TKa ASa Gambit, Black Cat, metallic cover, 16-page book 3.00
113B Regular Edition 2.50
114-115 TKa ASa "Live and Let Die" 2.50
117A TKa SBi "Power and Responsibility" X-over pt. 1, Spidey meets clone, w/flip book & two foil covers ... 3.00
117B Regular Edition 2.50
118 TKa SBi the Spider-Clone challenges venom 3.00
119A TKa SBi Clone vs. Venom, Direct Edition, polybagged 5.00
119B Newsstand Edition 2.50
120-124 2.50
125A dbl-sz., 3-D holodisk cover 4.00
125B Regular Edition 3.00
126-129 2.50
ANNUALS
1 6.00
2 AAd flow Mutants 6.00
3 DR ASa Index to Spidey's Wife 4.00
4 ❸ Poison 4.50
5-6 4.00
7-10 3.00
SPECIALS
WEB OF SPIDER-MAN SUPER SIZE SPECIAL flip book mini-series concludes with "Planet of the Symbiotes" pt. 5... 4.50

THE WICKED
IMAGE (1999-CURRENT)
PREVIEW BOOK-A 3.00
PREVIEW BOOK-B Ltd. (500) 5.00
PREVIEW BOOK-C Museum Edition 41.00
1A cover Anacleto 3.00
1B variant cover 5.00
1C Tower Records Edition 10.00
1D D. Forces exclusive variant 6.00
1E D. Forces Gold edition 10.00
2-3A 3.00
3B cover: MSo 5.00
4A 3.00
4B cover: "statuesque woman" 6.00
5-6A 3.00
6B WPD.com exclusive 5.00
7 3.00
SPECIAL "Medusa's Tale" 4.00

WILDC.A.T.S
IMAGE/WILDSTORM
(1992-1998)
0 (8/93) came with TPB 7.00
1A BCo JLe ❶ WildC.A.T.s, ❷ Grifter, ❸ Void, ❹ Spartan, ❺ John Lynch, ❻ Zealot, ❼ Voodoo, ❽ Emp, ❾ Warblade 4.00
1B Gold Edition 10.00
1C Wizard Ace Edition, rep. #1 .. 10.00
1D 3-D Edition 5.00
1E Wizard Authentic, Ace Edition signed by Scott Williams) 15.00
2A w/Image #0 coupon 4.00
2B coupon cut out 2.00
2C Newsstand Edition (no prism cover) 2.00
3-4A 3.00
4B w/red foil Wizard card 7.00
5 JLe "Killer Instinct" prelude 3.00
6-7 JLe "Killer Instinct" X-over pts. 1, 3 3.00
8 JLe Look carefully & you'll spot Scott & Jean on honeymoon ... 5.00
9 JLe ...ard Entropy 3.00
10 CCi JLe ❶ Huntsman 2.50
11A CCi JLe ❶ Tapestry 3.00
11B variant cover 5.00
12-19 2.50
20A comes with two cards 2.50
20B Newsstand Edition, no cards 2.00
21-24 written by AMo 3.00
25 AMo CLe/TCh dbl-sz., chrome cover 5.00
26-34 written by AMo 3.00
35-40A 2.50
40B variant TCh cover 3.50
40C "Voyager Pack" including preview of new JLe series 5.00
41-49 2.50
50 dbl-sz 3.50
ANNUAL 1 3.00
ASHCANS
ASHCAN 1A (signed) 20.00
ASHCAN 1B (unsigned) 10.00
ONE SHOTS
IMAGE/WILDSTORM/DARK HORSE
WILDC.A.T.S./ALIENS 10.00
SPECIALS
SOURCEBOOK 1 BCh JLe 2.50
SOURCEBOOK 2 ..... 2.50
DIRECTOR'S CUT boxed set of #10-12, with original material, signed & numbered 75.00
DC COMICS/WILDSTORM
VOLUME TWO (1999-CURRENT)
title now "Wildcats"
1A 4.00
1B Dynamic Forces excl. cover HRa 7.00
1C Euro Edition "sketch" cover 12.00
2-20 ..... 2.50
21 ..... 2.50
LADYTRON 1-Shot 6.00
WILDCATS: MOSAIC 1-Shot 4.00
ANNUAL 2000 "Devil's Night" X-Over .. 3.50

WILDC.A.T.S/X-MEN
WILDSTORM/MARVEL (1997)
THE GOLDEN AGE-A 4.50
THE GOLDEN AGE-B cover JLe 4.50
THE GOLDEN AGE-C 3-D Edition 6.50
THE SILVER AGE-A 4.50
THE SILVER AGE-B variant cover 4.50
THE SILVER AGE-C 3-D Edition 6.50
THE MODERN AGE-A 4.50
THE MODERN AGE-B 3-D Edition . 6.50
THE DARK AGE-A 4.50
THE DARK AGE-B variant cover MSo 4.50

TRADESECRETS
TRADE PAPERBACKS YOU MUST OWN



MIRACLEMAN BOOK THREE

For those who can find this rare trade paperback, *Miracleman Book Three* stands as the bloodiest and most disturbing deconstruction of superheroes in print. The former Kid Miracleman is all grown up, and all he wants is everything and everyone dead. Flying into a destroyed London, where body parts rain from the sky and bodies hang lynched from light poles with razor wire, Miracleman must confront the boy sidekick who was like a son to him. MM brings a final resolution to their relationship in what can only be described as a heartbreaking and twisted finale that leaves the reader in shock. Great Alan Moore stuff.

WITCHBLADE
IMAGE/TOP COW (1995-1998)
see Cyblade/Shi Special—The Battle For Independents for ❶: Witchblade
0 ..... 7.50
1/2 (FAN exclusive) 40.00
1/2A (*Witchblade* #500) Wizard excl. 12.00
1/2B DLF ruby red foil cover 14.95
1/2 2nd Wizard exclusive 10.00
1/2B D.Forces exclusive *Wizard Authentic* Gold Foil Edition 15.00
1A Sara Pezzini acquires Witchblade 35.00
1B Wizard Ace Edition, reps. #1 40.00
1C Wizard Authentic exclusive, signed by Michael Turner 50.00
1D black & white edition 10.00
1E D. Forces excl. BW alt. cvr., signed 20.00
1F .com exclusive movie photo cover 10.00
1G .com excl. alternate photo foil cover 12.00
1H .com excl. photo holofoil edition 25.00
2A [redacted] 32.00
2B Amer. Ent. Encore Edition 6.00
2C Wizard Authentic exclusive, signed by Christina Z 20.00
3 ..... 22.00
4 ..... 18.00
5 ..... 14.00
6 ..... 10.00
7-8 ..... 8.00
TOP COW (1996)
9A 8.00
9B Tony Daniel variant cover 10.00
9C D. Forces excl., limited & signed 15.00
10A ❶ Jackie Estacado (The Darkness) 13.00
10B Darkness #0 cover 18.00
10C Dynamic Forces exclusive cover 11.00
10D Gold Edition 28.00
11 12 6.00
IMAGE/TOP COW (1997-CURRENT)
13 ..... 6.00
14A 5.00
14B gold foil edition 10.00
15-17 4.00
18 A "Family Ties" X-over pt. 1 ..... 3.50
18B-18C variant cover or gold foil logo 6.00
19A Amer. Ent. exclusive 10.00
19B Ent. Dist. exclusive web cover ... 5.00
19C Ent. Dist. exclusive web cover ... 5.00
20-25A 3.00
25B variant cover with Fathom 14.50
25C Gold Speckled Holofoil Edition ... 29.00
26-27A 2.50
27B Ent. Dist. exclusive cover 10.00
28-32A 2.50
32B D. F. excl. Can. Printed Sketch Ed. 15.00
33-36A 2.50
36B D. Forces excl. cover, interlocks with *Darkness* #26B 10.00
36C D. Forces excl. foil cover, interlocks with *Darkness* #28C 30.00
37-40A 2.50
40B D. Forces excl. chrome cover 12.00
40C Bullseye edition 5.00
40D Bullseye Gold Foil edition 10.00
40E D. Forces sketch cover 15.00
40F Pittsburgh Con exclusive preview 10.00
40G Museum Edition 275.00
40H Graham Crackers Gold Foil ed. .. 20.00
41A 2.50
41B Ewanted.com exclusive 11.50
41C Ewanted.com Prism exclusive 16.50
42A 2.50
42B "painting revolver" cover 10.00
42C Ruby Red Cold Steel logo 26.00
42D C. Cavalcade Cold Steel Ed. 6.00
42E C. Cavalcade Cold Steel Ruby Red Edition 30.00
43-45 2.50
ONE-SHOTS
ORIGIN-A Amer. Ent. exclusive 10.00
ORIGIN-B Amer. Ent. Gold exclusive 12.00
ORIGIN-C "Wizard Authentic" edition, signed by Christina Z 20.00
ORIGIN-D Museum Edition 200.00
SPRING PIN-UP Amer. Ent. comic ... 6.00
WITCHBLADE/BLOOD LEGACY/DARK MINDS PREVIEW BOOK-A D. Forces excl. 5.00
WITCHBLADE/BLOOD LEGACY/DARK MINDS PREVIEW BOOK-B Excl. European convention exclusive 10.00
WITCHBLADE/DARK MINDS PREVIEW Convention exclusive 5.00
WITCHBLADE/DARK MINDS-A cover PAn 6.00
WITCHBLADE/DARK MINDS-B cover MSi 6.00
WITCHBLADE/DARK MINDS-C D. Forces exclusive foil cover 13.00
WITCHBLADE/DARKNESS SPECIAL pt. 1 of X-over 4.00
WITCHBLADE GALLERY EDITION-A ... 3.00
WITCHBLADE GALLERY EDITION-B D. Forces/Wizard Auth. Blue Foil Ed. 13.00
WITCHBLADE INFINITY 3.50
WITCHBLADE MOVIE EDITION-A 3.00
WITCHBLADE MOVIE EDITION-B Monstermart.com Platinum Edition .. 5.00
WITCHBLADE MOVIE EDITION-C D. Forces excl. photo cover 8.00
WITCHBLADE/TOMB RAIDER-A ... 8.50
WITCHBLADE/TOMB RAIDER-B variant cover with Lara's portrait in back ... 7.50
WITCHBLADE/TOMB RAIDER-C variant Gold Speckled cover MSi 20.00
WITCHBLADE/TOMB RAIDER-D variant bedroom bikini cover 8.00
WITCHBLADE/TOMB RAIDER-E Gold Foil bedroom bikini cover 20.00
WITCHBLADE/TOMB RAIDER-F Babbages variant cover MNo 12.00
WITCHBLADE/TOMB RAIDER-G Museum Edition 110.00
WITCHBLADE VS. DARKNESS Wizard Credit Card exclusive 45.00
IMAGE/TOP COW/MARVEL
WITCHBLADE/ELEKTRA-A
"Devil's Reign" X-over pt. 6 ... 5.00
WITCHBLADE/ELEKTRA-B
Amer. Ent. exclusive, JGe cover ... 7.00

WITCHBLADE/ALIENS/DARKNESS/PREDATOR: MINDHUNTER
IMAGE/TOP COW/DARK HORSE
(2000-2001)
1A mini-series 3.00
1B D. Forces foil edition 13.00
2A-2B covers: DEs, TDa 3.00
3 3.00

WITCHBLADE/ALIENS/DARKNESS/PREDATOR: OVERKILL
IMAGE/TOP COW/DARK HORSE
(2000-2001)
1-2 mini-series 6.00

WITCHBLADE: DESTINY'S CHILD
IMAGE/TOP COW (2000)
1A mini-series 3.00
1B D. Forces Chrome edition 16.00
2A 3.00
2B C. Cavalcade Platinum Edition 15.00
3A 3.00
3B C. Cavalcade Platinum Edition 15.00

WIZARD ½ OFFERS
WIZARD PRESS (1993-CURRENT)
This section will checklist the ½ offers, so you will be able to easily locate the prizes under their respective headings. The issue # denotes the issue of Wizard in which that ½ offer is found.

Iss. #		
21	The Maxx # ½	12.00
30	Gen[13] # ½	15.00
33	Prime # ½	5.00
37	Doom 2 Pi # ½	7.00
38	Lady Death # ½	10.00
39	X-O Manowar # ½	5.00
40	Ripclaw # ½	5.00
41	Bone #13 ½	7.00
53	The X-Files # ½	22.00
55	Vengeance of Vampirella # ½	5.00
56	Lady Rawhide # ½	5.00
57	Fire From Heaven # ½	6.00
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WOLVERINE

MARVEL (1988-CURRENT)

see Incredible Hulk #181 for 0:Wolverine

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1 CCl JBu Wolverine vs. Patch	25.00
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6-8	8.00
10 CCl JBu 1st Wolverine vs. Sabretooth story	22.50
11-19	5.00
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38 JLe MSi Albert & Elsie Dee	3.50
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41A JLe MSi Cable vs. Sabretooth	5.00
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42A JLe MSi Cable, Forge	4.00
42B 2nd print, gold cover	2.00
43-48 JLe MSi	3.50
50 JLe MSi dbl-sz, 0:The Professor	5.00
51-74	3.00
75A JLe AKu "Fatal Attractions" X-over pt. 5, Wolvie deals with Adamantium loss, dbl-sz, wraparound cover w/hologram	5.00
75B w/o hologram	4.00
76-94	3.00
95A JLe AKu "Final Sanction" X-over pt. 1, lead-in to Generation X, foil cover	3.00
95B JLe AKu Regular Edition	3.00
96 JLe AKu Bloodscream	3.00
97A JLe AKu Deluxe Edition	3.00
97B Regular Edition	1.50
98A-99A JLe AKu Deluxe editions w/glossy stock	3.00
98B-99B Regular editions	1.50
90A JLe AKu Deluxe Edition, Wolvie rejoins X-Men, w/card	3.00
90B Regular Edition, no card	1.50

becomes Weapon X for four issues

91-99	3.00
100A JLe AKu dbl-sz., foil hologram cover. D: Genesis (Cable's clan)	10.00
100B Regular Edition	3.00
101-102A JLe AKu	3.00
102B Wizard Authentic exclusive, signed by Boris Vallejo	20.00
103-124	3.00
125A dbl-sz. written by CCl, W: Wolvie's wife (Viper)	4.00
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126 W: Wolvie & Viper	3.00
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133B variant cover (Powerhouse holding Warbird by the hair)	6.00
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145A dbl-sz; metallic foil-stamped cover	3.50
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4 CCl FMi D: Shingen	27.00

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27-49	2.00
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60A JSi JBg "X-unction Agenda" X-over pt. 3	3.00
60B 2nd print	1.25
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131-148	2.00
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ANNUALS

1-9	3.00
[illegible]	
[illegible]	3.00

X-FORCE

MARVEL (1991-CURRENT)

see New Mutants #100 for 0:X-Force

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3-7	2.00
8 Fli RLd/MMi O: Cable, Wildpack	2.00
9-10	2.00
11 RLd MPc Domino	2.00
12 Fli MPc Eidolon, Crule	2.00
13-24	2.00
25 Fli GCp dbl-sz., wraparound cover w/hologram, Cable, Exodus	4.00
26-33	2.00
34A foil-stamped cover	4.00
34B Newsstand Edition	1.75
35-37	2.00
38A Fli TDe "Life Signs" X-over pt. 2, Generation X lead-in, foil cover	3.00
38B Fli TDe Newsstand Edition	1.75
39 Fli TDe	2.00
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[illegible]	

for four issues

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X-MAN

MARVEL (1995-CURRENT)

previously Cable

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3-4 JLb SSr	3.00

Cable picks up again, but this series continues as well

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18-24	2.00
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50 dbl-sz	3.00
51-62	2.00
63 "Counter X" story by WEi	3.25
64-74	2.25
[illegible]	2.99

ANNUALS

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THIS CURE, THIS CURSE	5.00

X-MEN (UNCANNY)

MARVEL (1963-CURRENT)

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1B AE exclusive cover	5.00

WE READ IT FOR YOU

Wolverine #161

Wolvie faces a serial killer who thrives on challenging the best fighters in the world. Dubbed Mr. X, this whacko grew up killing his friends, family and even his dog! Guess his mom didn't hold him enough as a child. Mr. X wants Wolvie to sign over the exclusive rights to the title "the best there is." No joke. Wolvie and Mr. X fight to a draw, forcing a rematch to loom on the horizon.

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officially becomes Uncanny X-Men

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211 CCI JRj ❶ Marauders ... 7.50
212-213 Wolvie vs. Sabretooth, J. Psylocke ... 12.00
214 CCI J. Bazzler ... 3.00
215 CCI ADa ❶ Crimson Commando, ❶ ... ❶ ... ...
215 ...
221 CCI MS ❶ Mr. Sinister ...
222 CCI MSt Wolverine vs. Sabretooth ...
223-224 ...
225-227 "Fall of the Mutants" X-over ...
228 CCI RLe O.Z. Chase ...
229 CCI MSt ❶ Reavers, ❷ Gateway ...
230-239 CCI ...
240-243 "Inferno" X-over ...
244 CCI MSt ❶ Jubilee, ❷ M-Squad ...
245-247 ...
248A CCI JLe 1st Jim Lee on X-Men 10.00
248B 2nd print ... 1.25
249-254 3.00
255 D: Destiny, D: Stonewall ... 3.00
256 CCI JLe new Psylocke ... 8.00
257-258 CCI JLe Acts of Vengeance X-overs ... 8.00
259-265 CCI MSt ... 3.00
266 CCI MCa ❶ Gambit (full) ... 20.00
267 CCI JLe/WPo 2: Gambit ... 12.00
268 CCI JLe JLe now regular artist 10.00
269 CCI JLe R. Rogue ... 4.00
270A CC JLe "X-Tinction Agenda" X-over pt. 1 ... 8.00
270B 2nd print, Gold Edition ... 3.00
271-272 CCI JLe pts. 4, 7 ... 4.00
273 CCI JLe, JBy, WPo, MSt ... 3.00
274 CCI JLe D: Zaladane ... 3.00
275A CC JLe dbl-sz. gatefold cover ... 4.00
275B 2nd print, gold version ... 50
276-277 CCI JLe ... 2.50
278 CCI PSm R: Colossus ... 2.50
279-280 ... 2.50
281A JBy WPo ❶ Trevor Fitzroy, "death" of White Queen (White Logo) ... 3.00
281B 2nd print (Red Logo) ... 1.00
282A JBy WPo C: Bishop, Fitzroy, future mutants; C. Malcolm & Randall ... 7.00
282B 2nd print ... 1.00
283 JBy WPo ❶ Bishop (full) ❷ Malcolm & Randall (full) ... 8.00

goldexchange

TRACKING GOLDEN AGE COMICS

DC Comics didn't form the Golden Age Justice Society of America—JSA, for short—for artistic reasons. No, their motivation was simple: put the publisher's most popular characters together in one book, and that new "team book" would sell even better. The result was *All-Star Comics*, now recognized as the birthplace of the JSA. But a forgotten gem from this time is *Comic Cavalcade* (maybe because it had too many cute animals inside). These undervalued, squarebound giants contained early stories of Flash, Green Lantern and Wonder Woman! If you're looking for a gem, try to find these early issues in high grade. Kids couldn't cover the prohibitive 15-cent price tag at the time, so *Cavalcade* changed formats by abandoning superheroes—but many collectors still remember its colorful run.

SPECIAL THANKS TO ANDREW LIS

ALL-AMERICAN COMICS
DC COMICS 1939-1948

1 anthology series 5,650.00
2 1,500.00
3 1,200.00
4 1,100.00
5 1,000.00
6 ❶ Ultra Man 1,350.00
9-10 850.00
11 Ultra Man 900.00
12-14 850.00
15 Ultra Man (6/40) 900.00
16 ❶&❷ Green Lantern (7/40) 6,000.00
17 2: Green Lantern (8/40) 12,000.00
18 8,000.00
19 ❶&❷ The Atom 12,000.00
20 ❶ The Atom in costume 3,500.00
21-23 2,000.00
24 2,500.00
25 ❶&❷ Dr. Mid-Nite 8,000.00
26 ❶&❷ Sargon The Sorcerer 2,900.00
27 ❶ Dotty Dickies 3,000.00
28-30 1,200.00
31-40 950.00
41-50 775.00
51-60 700.00
61 ❶&❷: Solomon Grundy 3,700.00
62-71 600.00
72 Ends The Atom 550.00
... 500.00
... ❶&❷ ... 500.00
... ❶&❷ ... 500.00
... 500.00
... 1,500.00

ALL-STAR COMICS
DC COMICS 1940-1951

1 anthology series 12,000.00
2 ❶ ... Lantern 5,300.00
3 ❶&❷: Justice Society of America, the first superhero team 8: JSA 30,000.00
4 4,500.00
5 ❶ Hawkgirl (6/41) 4,000.00
6 Johnny Thunder joins JSA 2,500.00
7 app. Batman, Flash, Superman 2,750.00
8 ❶&❷ Wonder Woman origin concludes in Sensation Comics #1); ❸: Steve Trevor Starman, Dr. Mid-Nite join JSA 25,000.00
9 2,200.00
10 2,300.00
11-14 2,100.00
15 ❶&❷. Brain Wave 2,000.00
16-23 1,350.00
24 ❶ Hawkman by Joe Kubert 1,350.00
25 ❶: Flash, Green Lantern 1,350.00
26 "The Mystery of The Metal Menace!" on cover, but story is titled "Vampires of The Void" on the inside 1,100.00
27-32 1,100.00
33 app. Solomon Grundy 2,350.00
34-35 1,000.00
36 app. Batman, Superman 2,200.00
37 End Hawkman by Kubert 1,200.00
38 ❶ Black Canary 400.00
39-56 900.00
57 450.00
becomes All-Star Western

COMIC CAVALCADE
DC COMICS 1942-1954

1 ❶: Flash, G. Lantern, W. Woman. 6,900.00
2 ❶: Mutt And Jeff 1,400.00
3 ❶: Sargon The Sorcerer 1,000.00
4-5 800.00
6-12 700.00
13 app. Solomon Grundy 1,000.00
14-23 600.00
24 app. Solomon Grundy 600.00
25-28 550.00
29 End: Flash, G. Lantern, W. Woman. 550.00
30 Begin: Fox And The Crow. 300.00
31-36 150.00
37-49 125.00
49-50 100.00
51-62 140.00
63 240.00

FLASH COMICS
DC COMICS 1940-1949

1 ❶&❷ Flash ❶&❷ Hawkman 67,000.00
2 6,100.00
3 4,500.00
4 3,500.00
5 3,100.00
6 2nd Flash cover 4,100.00
7 3,600.00
8-10 2,100.00
11-15 1,500.00
16-20 1,400.00
21-23 1,300.00
24 Hawkgirl 1,500.00
25-28 900.00
29 ❶&❷ Ghost Patrol. 1,000.00
30-35 825.00
36 800.00
37-39 775.00
40-46 725.00
47-58 650.00
59-60 625.00
61 600.00
62 ❶: Joe Kubert art on Hawkman. 775.00
63-78 600.00
80 ❶: The Atom. 700.00
84-85 625.00
86 Debut The Black Canary 2,000.00
87-90 900.00
91 1,000.00
92 1st solo story: Black Canary. 2,700.00
93-99 1,000.00
100 Scarce 2,500.00
101-102 Scarce 2,000.00
103 Scarce 2,400.00
104 Origin retold: Flash Scarce 5,600.00
WHEAT ISSUE GIVEAWAY 1946 2,500.00

GREEN LANTERN COMICS
DC COMICS 1941-1949

1 ❶ retold: Green Lantern (from All-American #16) 28,000.00
2 "Secret of Golden Thunderbolts" 5,000.00
3 4,200.00
4 3,200.00
5 2,100.00
6-7 1,650.00
8 1,550.00
9 "The School For Vandals" 1,450.00
10 ❶ & D: Vandal Savage 1,450.00
11-12 1,200.00
13-20 1,150.00
21-30 1,000.00
31-34 850.00
35-36 950.00
37-38 1,000.00
becomes Green Lantern

SENSATION COMICS
DC COMICS 1942-1952

1 ❶: Wonder Woman (continued from All-Star Comics #8) ❶&❷ Wildcat ❷&❸ Mr. Terrific 22,000.00
2 3,600.00
3 2,300.00
4 1,500.00
5-6 1,400.00
7-8 900.00
9-10 800.00
11-13 725.00
14-18 700.00
19-24 600.00
25-30 575.00
31-33 425.00
34 ❶ Sargon The Sorcerer 475.00
35-40 350.00
41-50 300.00
51-60 275.00
61-67 250.00
68 ❶&❷ The Huntress (8/47) 275.00
69-80 250.00
81 SOTI 275.00
82 225.00
83 250.00
84-93 225.00
94 First "all-girl" issue 350.00
95-99 300.00
100 375.00
101-105 350.00
106 Last Wonder Woman 300.00
107 1st Mystery-format issue 480.00
108-109 450.00
becomes Sensation Mystery

SENSATION MYSTERY
DC COMICS 1952-1953
previously Sensation Comics

1-10 300.00

WONDER WOMAN
DC COMICS 1942-1986

1 ❶ retold: Wonder Woman 18,000.00
2 ❶&❷ Mars 2,500.00
3 500.00
4 1,200.00
5-6 1,300.00
7-11 950.00
12 900.00
13-18 750.00
19-24 700.00
25-30 650.00
31-40 475.00
41-44 350.00
45 Wonder Woman's origin retold in "The Wonder Woman Story" 675.00
46-50 325.00
51-60 225.00
61-73 175.00
74-80 170.00

COMIC BOOK PRICE GUIDE

284-288 JBy WPo .2.50
287 SLo JRj Os.I: Bishop. 2.50
288-299 .2.50
300 SLo JRj holo-grafix foil cover 4.00
301 SLo JRj Mystique, Forge 2.50
302 2.50
303 D: Wyana Rasputin 2.50
304 SLo JRj "Fatal Attractions" X-over, 6.00
305-309 2.50
310 SLo JRj w/card sheet 3.00
311-315 2.50
316A SLo JMd "Generation Next" X-over pt. 1 4.00
316B SLo JMd Regular Edition 1.50
317A SLo JMd Phalanx, lead-in to Generation X, w/foil-stamped cover 4.00
317B Regular Edition 1.50
318A SLo JMd D: Jubilee to join Generation X, Deluxe Edition 2.50
318B Regular Edition 1.50
319A SLo RCr R: Legion, Deluxe Edition 2.50
319B Regular Edition 1.50
320A SLo RCr Deluxe Edition 3.00
320B Regular Edition 1.50
320C Gold Edition, included w/ *Wizard* #41 3.00
321A Deluxe Edition, X-Men travel back in time to stop Legion, w/card 2.50
321B Regular Edition, no card 1.50
becomes The Astonishing X-Men for four issues
322 Onslaught prologue, C: Onslaught 5.00
323-324 2.50
325 dbl-sz., prismatic foil cover 4.00
326 SLo JMd 2.50
327 SLo JMd ❶: Joseph 2.50
328-332 SLo JMd 2.50
333 SLo JMd ❶: Bastion 2.50
334 SLo JMd appr: Onslaught 2.50
335 SLo JMd "Onslaught" X-over 2.50
336-341 2.50
342A Magneto cover 3.50
342B Rogue cover 14.00
343-344 2.50
345 ❶: Maggott 3.00
346-349 2.50
350A dbl-sz, "The Trial of Gambit" prismatic cover 13.50
350B Regular Edition 3.50
351-352 3.00
353 SSa CBo 2.50
354A SSa CBo Wolverine & Sauron cover 2.50
354B Jean Gray cover (1 in 4) 5.00
355-359 2.50
360A dbl-sz; Colossus, Kitty Pryde and Nightcrawler rejoin team, holographic foil-etched cover 4.50
360B regular cover edition 3.50
360C Dynamic Forces exclusive cover 7.00
361 Gambit returns 2.50
362 "The Hunt For Xavier" X-over pt. 1 2.50
363 "The Hunt For Xavier" X-over pt. 3; R: Professor X 2.50
364 "The Hunt For Xavier" X-over, pt. 5 3.75
365-371 2.50
372-374 "The Shattering" 2.50
375A dbl-sz 3.50
375B Ent. Dist. excl. Variant cover: JAn 10.00
376-377A 2.50
377B variant cover (1 in 4) 3.00
378-379 2.50
380 bagged w/"Genesis" edition sketchbook 3.50
381A 2.25
381B variant cover w/movie card 3.50
381C D. Forces excl. cover 10.00
381D D. Forces alternate Chromium cover 15.00
382 2.25
383 3.00
384-389 2.25
390 D: Colossus 4.00
391 2.25
392 2.25

ANNUALS

1 (SPECIAL 1) rep. X-Men #8, 11 60.00
2 (SPECIAL 2) rep. X-Men #22, 23 55.00
3 CCI GPe vs. Arkon 17.50
4 CCI JRj ❶: Kitty Pryde 15.00
5 CCI BAn w/ Fantastic Four 12.00
6 CCI BSi vs. Dracula 12.00
7 CCI MGo Impossible Man 10.00
8 CCI SLo New Mutants 10.00
9 CCI AAd 10.00
10 CCI AAd J: Longshot, ❶: X-Babies 10.00
11 CCI ADa ❶: Horde 5.00
12 CCI AAd "Evolutionary War" X-over 5.00
13 TAu MPe "Atlantis Attacks" X-over 5.00
14 "Days of Future Present" X-over, C: Gambit 5.00
15 4.00
16 FMi JAl "Shattershot" X-over pt. 2 3.50
17 SLo ❶: X-Cutioner, bagged w/card 3.50
18 R: Caliban, vs. Sabretooth 3.50
UNCANNY X-MEN '95 4.00
UNCANNY X-MEN '96 3.50
UNCANNY X-MEN '97 3.50
UNCANNY X-MEN/FANTASTIC FOUR '98 3.50
UNCANNY X-MEN 1999 3.50
UNCANNY X-MEN 2000 3.50

GIANT SIZE

1A JMa DCo ❶: new X-Men, ❶: Colossus, ❶: Storm, ❶: Nightcrawler, ❶: Thunderbird, 2: Wolverine 520.00
1B 1999 reprint, chromium wraparound cover 9.00
2 reps. X-Men #57-59 45.00

ONE-SHOTS

PHOENIX: THE UNTOLD STORY CCI JBy original ending to *Uncanny X-Men* #137 10.00
PINT-SIZED X-BABIES: MURDERAMA 3.00
TALES OF THE AGE OF APOCALYPSE: SINISTER BLOODLINE 8.00
THE XAVIER INSTITUTE ALUMNI YEARBOOK 6.00
X-BABIES REBORN 3.50
[illegible] reps. *X-Men/Alpha Flight* mini-series 4.00

X-MEN

MARVEL (1991-CURRENT)

-1A (5/97) "Flashback" tale 2.00
-1B *Wizard* Authentic exclusive, signed by Stan Lee 20.00
0 *Wizard* exclusive 3.00
½ *Wizard* exclusive 12.00
1A-1D CCI JLe covers: Storm & Beast, Colossus & Gambit, Wolverine & Cyclops, or Magneto 3.00
1E CCI JLe ❶: Acolytes, PF 5.00
2-3 3.00
4 JBy JLe ❶: Omega Red, Wolverine back in original costume 3.00
5-10 3.00
11-24 3.00
25A FMi AKb Magneto pulls adamantium out of Wolverine, Xavier drains out Magneto's evil persona, act sparks creation of Onslaught 13.00
25B Gold Edition 35.00
25C Black & White cover 35.00
26-29 3.00
30 FMi AKb MI: Scott & Jean, several guest stars, w/card sheet 4.50
31 FMi AKb sole Psylocke story 3.00
32-35 FMi AKb 3.00
36A FMi AKb "Generation Next" X-over pt. 2, lead-in to Generation X, foil-stamped cover 4.50
36B FMi AKb Regular Edition 1.50
37A FMi AKb "Generation Next" conclusion, prismatic foil-stamped cover 4.50
37B Regular Edition 1.50
38A-38A Deluxe editions w/glossy stock 2.50
38B-39B Regular editions 1.50
40A FMi AKb Deluxe Edition, Cable 3.00
40B Regular Edition 1.50
41A FMi AKb Deluxe Edition, glossy stock, Legion slays Prof. X in the past, causes "Age of Apocalypse," w/card 3.00
41B Regular Edition, no card 1.50
becomes The Amazing X-Men for four issues
42-44 3.00
45 FMi AKb dbl-sz., Rogue vs. Gambit, dbl-gatefold prismatic foil cover 4.50
46-49 SLo AKb 3.00
50A SLo AKb dbl-sz., prismatic foil cover, C: Onslaught 5.00
50B Regular Edition 4.00
50C variant gold-tint cover, number (of 4,500) printed in JPC box 30.00
50D Amer Ent. exclusive, (12,000) 10.00
51-52 C: Onslaught 3.00
53 MWs AKb ❶: Onslaught (full) 5.00
54A MWd AKb IR: Prof. X as Onslaught 3.00
54B-54C covers: silver or prismatic foil 25.00
55-62A 3.00
62B Storm/Wolverine cover 12.00
63 3.25
64-68 3.00
69 "Zero Tolerance" concludes 3.00
70 JMa CPo dbl-sz., new team members, including Maggott, Marrow & Dr. Reyes 4.50
71 8.50
72-74 2.50
75 dbl-sz, vs. M'Garai 3.00
76-79 2.50
80A dbl-sz; holographic foil-etched cover 4.50
80B regular cover edition 3.50
80C Dynamic Forces exclusive cover 7.00
81 2.50
82-83 "The Hunt For Xavier" X-overs 2.50
84 "The Hunt For Xavier" concludes! 3.00
85-86 2.50
87-92 2.50
93 "The Shattering" 2.50
94 dbl-sz; "The Shattering" concludes 3.50
95 Death revealed to be Wolverine 2.50
96-97A 2.50
97B variant cover (1 in 4) 3.50
98-99 2.50
100A CCI LMc cover: DCo 4.00
100B-100C covers: LMc, PSm 5.00
100D-100F covers: JRj, AAd, JBy 6.00
100E D. Forces exclusive cover by JAl 9.00
100H covers: LMc (1 in 20 variant) 25.00
100I D. Forces Holochrome variant 11.50
101-105 2.25
106 3.00
107-108 2.25
109 3.50
110 4.00
111 2.25
112 2.25

ANNUALS

1 FMi JLe ❶: Mojo II, bagged w/card 3.50
2 FMi AWs ❶: Empyrman, bagged w/card 3.50
3 FMi GHe 3.50
[illegible] 4.00
X-MEN '96 3.50
X-MEN '97 search for Jean Gray 3.50
[illegible] 3.50
X-MEN 1999 3.50
X-MEN 2000 3.50

GRAPHIC NOVELS

PRYDE OF THE X-MEN Animation Special 10.95

ONE-SHOTS

BOOKS OF ASKANI character portraits 3.00
EARTHFALL reps. Uncanny #232-234 3.00
SPECIAL EDITION X-MEN (1982) reps. Giant-Size X-Men #1 plus new story by DCo & CCI 20.00
WRATH OF APOCALYPSE CCI WPo 5.00
X-MEN: ALPHA RCr B: "Age of Apocalypse" saga, ❶: X-Man, ❶: Dark Beast 9.00
X-MEN: ALPHA-A Gold Edition 45.00

IN&OUT: X-MEN

Stan Lee sure had his finger on the pulse of a generation (And nowhere else, thank God.) Ever-mindful of what the kids wanted, Lee and co-conspirator Jack Kirby invented a superteam comprised of social outcasts, mutants born with genetic alterations that gave them great powers.

WATCH A CHARACTER'S POPULARITY CHANGE OVER TIME

POPULARITY-O-METER

A. (UNCANNY) X-MEN #1 (1963)—Lee and Kirby launch their future franchise. Cyclops, Marvel Girl, Iceman, Beast and Angel are led by Professor Xavier. Their main enemy? Magneto, hater of Homo Sapiens. Despite eventual success, the title was not a breakout hit.

B. (UNCANNY) X-MEN #67 (1970)—Did we say, "Not a breakout hit?" We meant to say that the title was used to wrap fish. With this issue, Marvel did the next-worst thing to just canceling it and began to run reprints of earlier issues, right on through #93. One snarling maniac, coming up.

C. GIANT-SIZE X-MEN #1 (1975)—Starting from scratch, the House of Ideas adds new international members to the team, like Nightcrawler (German), Storm (Egyptian), Colossus (Russian), and Wolverine (filthy Canuck). Now even foreign kids could relate to their outsider status!

D. (UNCANNY) X-MEN #137 (1980)—Chris Claremont and John Byrne enjoyed a long and popular run on the X-title, and their greatest achievement was the Dark Phoenix saga. This climax, wherein Jean Gray sacrifices herself for the good of all mankind, is pretty darn touching.

E. X-MEN #1 (1991)—Claremont continues his reign as the premiere X-writer, and Jim Lee chips in with his passable doodles. With five variant covers and enough hype to fill comic shops everywhere, this issue remains *the* best-selling comic ever. The X-Men were here to stay.

F. NEW X-MEN #114 (2001)—Grant Morrison comes aboard, fresh off *Marvel Boy* and *JLA*. He does big-time action like nobody's business, so anticipation is approaching critical status. Can the muties get any bigger? Only when the Undercos hit.

BOOK TO WATCH

ULTIMATE X-MEN #1 A fresh revamp for new fans, Marvel's *Ultimate* line is hot as hell. And a great jumping-on point for fans of the movie.
CURRENT VALUE: $9.00

X-MEN AT THE STATE FAIR
Dallas giveaway ... 25.00
X-MEN: DEC...ASSIFIED ... 3.50
X-MEN FIRSTS reps. 1st apps. of Wolverine, Rogue, Gambit, & Mr. Sinister ... 5.00
X-MEN: MILLENNIAL VISIONS pin-ups 4.00
X-MEN: OMEGA-A RCx conclusion to "Age of Apocalypse," ... 5.00
X-MEN: OMEGA-B Gold Edition ... 45.00
X-MEN PRIME starting point for new X-title storylines following "Age of Apocalypse" saga, chromium cover, C: Onslaught, Marrow (as adult) ... 5.00
X-MEN/SENTRY ... 3.00
X-MEN: THE MAGNETO WAR-A Magneto vs. Joseph ... 3.00
X-MEN: THE MAGNETO WAR-B Ent. Dist. exclusive painted cover ... 10.00
X-MEN-THE MOVIE-A adaptation of film 5.00
X-MEN-THE MOVIE-B photo cover ... 9.00
X-MEN-THE MOVIE MAGNETO-A ... 6.00
X-MEN-THE MOVIE-MAGNETO-B photo cover ... 10.00
X-MEN-THE MOVIE-MAGNETO-C D. Forces excl. cover Mile ... 7.00
X-MEN-THE MOVIE MAGNETO-D D. Forces excl. "concept sketch ed." 10.00
X-MEN-THE MOVIE ROGUE-A ... 5.00
X-MEN-THE MOVIE ROGUE-B photo cover ... 10.00
X-MEN-THE MOVIE-ROGUE-C D. Forces excl. cover Dorian ... 7.00
X-MEN-THE MOVIE ROGUE-C D. Forces excl. "concept sketch ed." 12.00
X-MEN-THE MOVIE SPECIAL Wizards of the Coast exclusive ... 10.00
X-MEN-THE MOVIE PREMIERE PREQUEL EDITION Toys 'R' us/Theater giveaway, photo cover ... 5.00
X-MEN-THE MOVIE WOLVERINE-A ... 5.00
X-MEN-THE MOVIE-WOLVERINE-B photo cover ... 10.00
X-MEN-THE MOVIE WOLVERINE-C D. Forces excl. cover JM ... 7.00
X-MEN-THE MOVIE WOLVERINE-D D. Forces excl. "concept sketch ed." 10.00
X-MEN-THE MOVIE WOLVERINE-E Tower Records excl., D. Nestler cover 10.00
X-MEN: THE UNEARTHED ARCHIVES SKETCHBOOK ... 3.00
X-MEN UNIVERSE PAST, PRESENT AND FUTURE?! preview ... 3.00
X-MEN VS. DRACULA reps. Uncanny X-Men Annual #6 ... 1.75
X-MEN: YEAR IN REVIEW ... 3.00

ULTIMATE X-MEN
X-MEN/TEEN TITANS WS: CCI vs. Dark Phoenix & Darkseid ... 20.00

MARVEL/IMAGE/WILDSTORM
TEAM X/TEAM 7 ... 5.00

PRESTIGE FORMAT BOOKS
GOD LOVES, MAN KILLS reps. graphic novel ... 6.95
LOGAN Wolverine's earliest days ... 5.95
RARITIES reps. hard-to-find stories, including Generation X San Diego Con story ... 5.95

TRADE PAPERBACKS
X-MEN-THE MOVIE BEGINNINGS ... 14.95

X-MEN MINI-SERIES
MARVEL (1984-CURRENT)
ASTONISHING X-MEN
1A Hills BPe new team for the new ... 9.00
1B Marvel Authentix Dynamic Forces sketch cover ... 50.00
1C D. Forces excl. Marvel Authentix sketch cover (ltd. 3500) ... 50.00
1D Marvel Authentix printed sketch cvr 12.00
2-3 Hills BPe ... 7.00
X-MEN/ALPHA FLIGHT
1 CCI PSm Asgard ... 4.50
2 CCI PSm Asgard, vs. Loki ... 4.00
2ND MINI-SERIES
1 ... 3.00
X-MEN AND THE MICRONAUTS
1-4 CCI JGu ... 3.50
X-MEN ARCHIVES
1-4 reps. first Legion stories, plus X-Men #161, cardstock covers ... 2.25
X-MEN: ASKANSON
1-4 ... 3.00
X-MEN: BLACK SUN
1A ... 3.00
1B D. Forces excl. cover ... 7.00
2-4 ... 3.00
X-MEN: BLINK
1 ... 5.00
2-3 ... 3.00
4 ... 2.99
X-MEN: CHILDREN OF THE ATOM
1 True origins of the original team ... 5.00
2-6 ... 3.00
X-MEN/CLANDESTINE
1-2 mini-series ... 3.00
X-MEN FOREVER
1A ... 3.50
1B D. Forces excl. cover ... 7.00
2-3 ... 5.00
4 ... 3.50
5 ... 3.50
X-MEN: HELLFIRE CLUB
1-4 ... 2.50
X-MEN / HULK
1-4 Wolverine, Nightcrawler and Colossus in Russia ... 3.00
X-MEN: LOST TALES
1-2 reps. Classic X-Men blkup stories 2.50
X-MEN: MAGIK
1-4 ... 3.00
X-MEN: PHOENIX
1-3 story of Rachel Summers 2.50
X-MEN: PRYDE & WISDOM
1-3 mini-series ... 2.00
X-MEN SPOTLIGHT STARJAMMERS
1-2 DCo Professor X ... 3.00
X-MEN: THE RISE OF APOCALYPSE
1-4 D: Apocalypse ... 3.00
X-MEN: THE SEARCH FOR CYCLOPS
A-XS ships w/1 covers 3.00
1C D. Forces exclu cover 7.00
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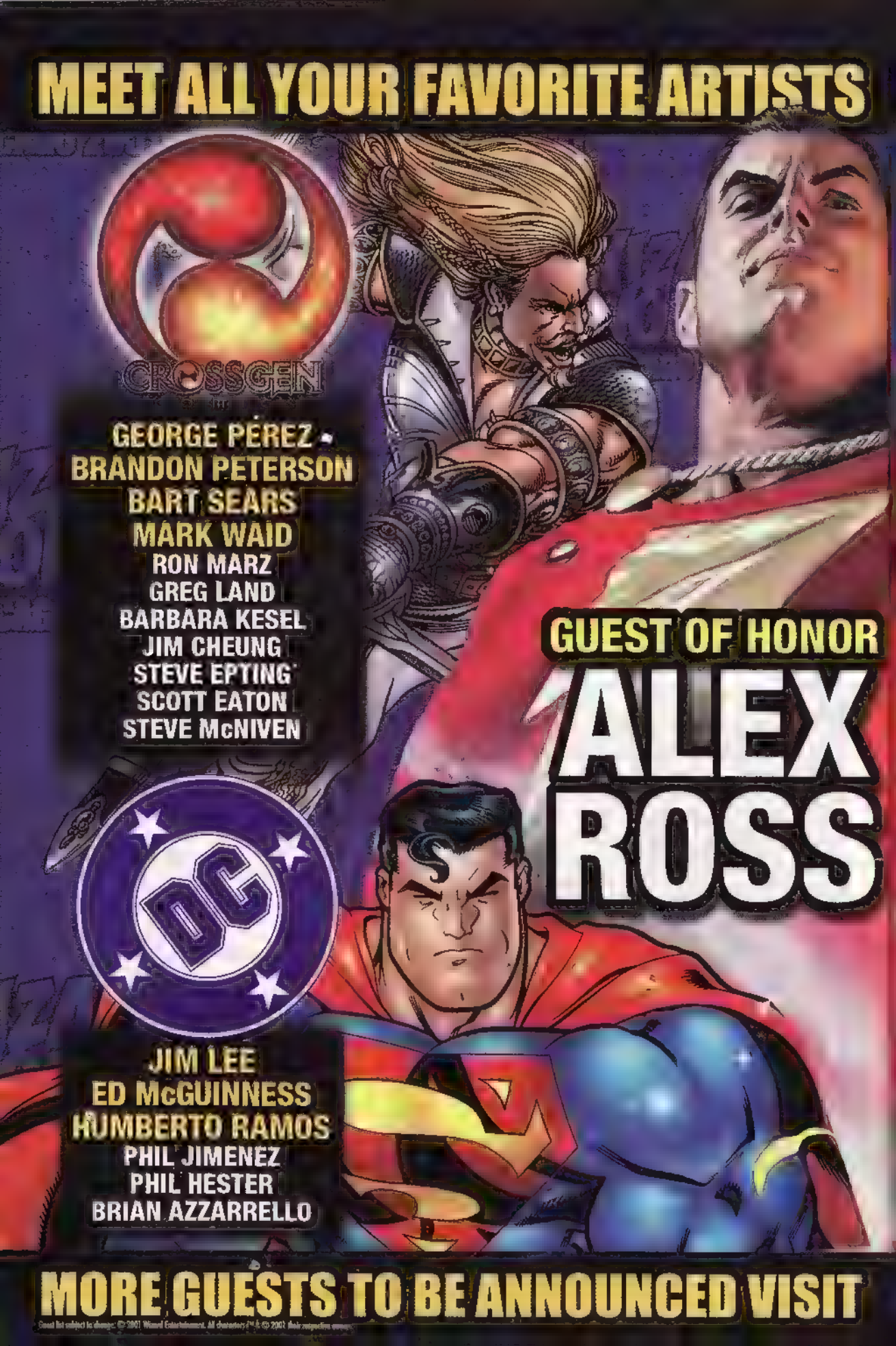

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WIZARD

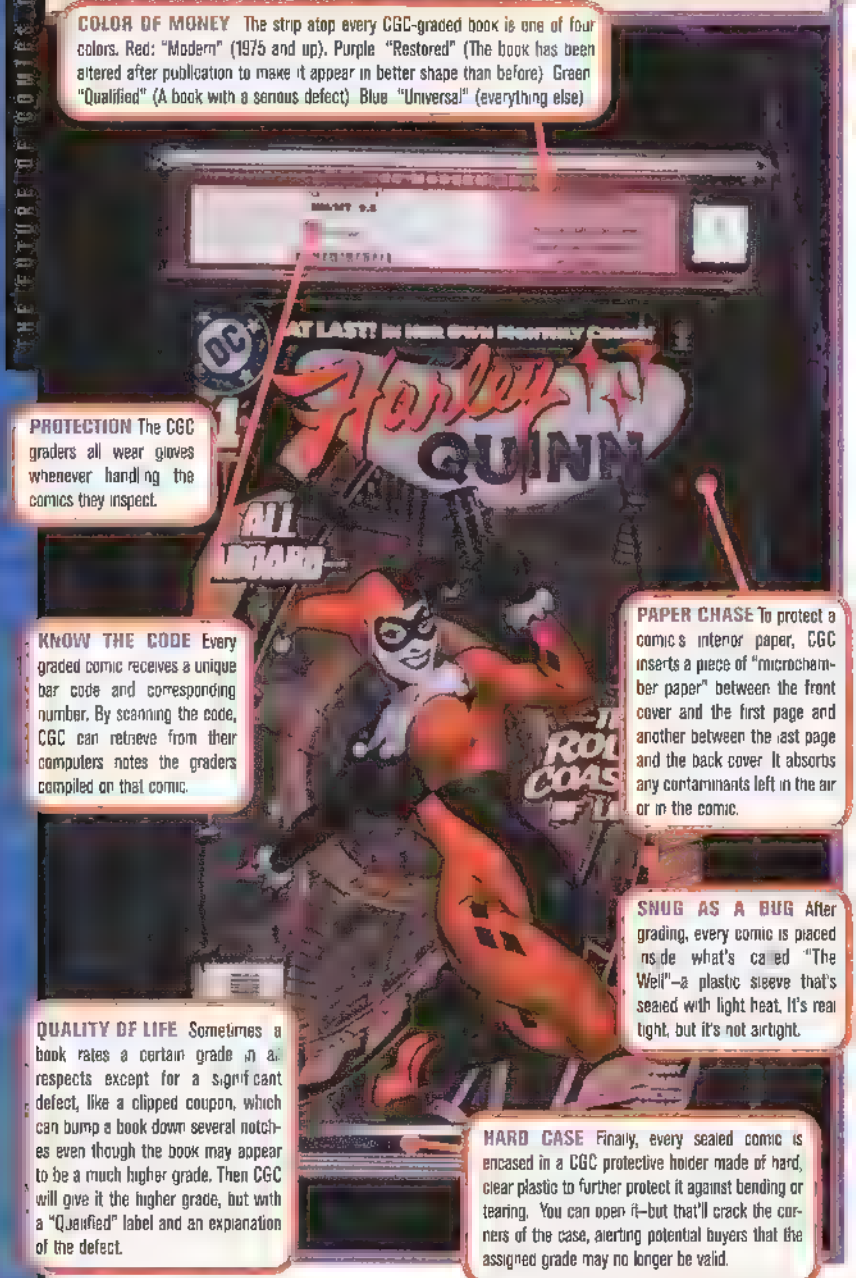
WIZARD'S GUIDE TO GRADED BOOKS

Security.

That's what you get with comic books that are professionally graded by a third party. Take the Comics Guaranty Corporation (CGC), for example. They'll inspect your comic, assign the book a grade, seal it and encase it in a plastic protective holder. Books that have been graded by CGC sell for a premium over ungraded books in the same condition because an impartial grade removes any doubt buyers or sellers may have about what they're trading, and folks are willing to pay for that reassurance.

This checklist has prices for books that have seen a lot of market attention for the past 10 to 15 years, and are now selling as CGC-graded books at the 9.4, 9.6 and 9.8 grades—for prices usually well above guide price. We've also listed the WIZARD guide price for comparison. All series are volume one unless otherwise indicated. There are grades of 9.9 and 10—however, few books ever achieve such high status. Those that do can sell for many times the price of the same book with a 9.8 grade. Look for coverage on these hot sellers in our "'Net Gains" section every month.

Photos: Paul Schiraldi



COLOR OF MONEY The strip atop every CGC-graded book is one of four colors. Red: "Modern" (1975 and up). Purple: "Restored" (The book has been altered after publication to make it appear in better shape than before) Green: "Qualified" (A book with a serious defect) Blue: "Universal" (everything else)

PROTECTION The CGC graders all wear gloves whenever handling the comics they inspect.

KNOW THE CODE Every graded comic receives a unique bar code and corresponding number. By scanning the code, CGC can retrieve from their computers notes the graders compiled on that comic.

PAPER CHASE To protect a comic's interior paper, CGC inserts a piece of "microchamber paper" between the front cover and the first page and another between the last page and the back cover. It absorbs any contaminants left in the air or in the comic.

SNUG AS A BUG After grading, every comic is placed inside what's called "The Well"—a plastic sleeve that's sealed with light heat. It's real tight, but it's not airtight.

QUALITY OF LIFE Sometimes a book rates a certain grade in all respects except for a significant defect, like a clipped coupon, which can bump a book down several notches even though the book may appear to be a much higher grade. Then CGC will give it the higher grade, but with a "Qualified" label and an explanation of the defect.

HARD CASE Finally, every sealed comic is encased in a CGC protective holder made of hard, clear plastic to further protect it against bending or tearing. You can open it—but that'll crack the corners of the case, alerting potential buyers that the assigned grade may no longer be valid.

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Batman 300	5	53	••	••
Batman 308	8	36	••	••
Batman 404	2	30.25	••	46
Batman 405	5	••	27.25	••
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Flowers	5	40	••	50
Spawn 1A	12	24	40	58
Spawn 2	12	20	22	41
Spawn 3	2	••	6	66

•• Denotes that a book has not received that grade or has not sold at that grade yet.

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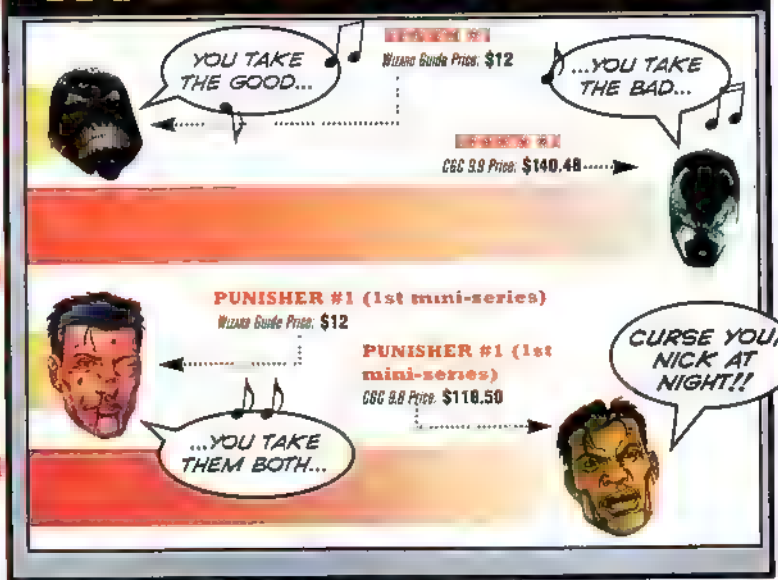
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Silver Surfer 5	N/A	255	--	--
Silver Surfer 4	N/A	--	255	--
Skull the Slayer 6	N/A	--	41	--
Spectacular Spider-Man 1	32	--	107.50	--
Spider-Girl 2	5	14	--	--
Spider-Man 1C	2	--	36	--
Spider-Man 1E	4	--	75	--
Spider-Man 1	75	--	--	355
Spider-Man 1	5	11.50	--	34
Spider-Man 2	3	31	--	--
Spider-Man 10	2.50	--	15.50	61
Spider-Man SE Trip Off Venom	15	--	--	32
Spider-Man vs. Wolverine--A	20	52	--	--
Star Wars 8	70	--	100	--
Star Wars 07	70	88	--	--
Sub-Mariner 1	N/A	--	267	--
Sub-Mariner 1	N/A	75	--	--
Tales to Astonish 65	60	158.50	--	--
Tales to Astonish 80	40	03.50	--	--
Ultimate Spider-Man A	35	--	63	--
Ultimate Spider-Man 1B	97	1 5	142.50	--
Ultimate Spider-Man 1C	45	51	--	--
Wolverine 1 (Mini-series)	42	102.50	--	265
Wolverine 2 (Mini-series)	24	102.50	--	--
Wolverine 3 (Mini-series)	24	07.50	--	122.50
Wolverine 4 (Mini-series)	27	102.50	--	45
Wolverine /2A	10	--	26	5

TITLE & ISSUE #...	WIZ PG #117	9.4	9.6	9.8
Wolverine 1	25	56	--	102.50
Wolverine 2	12.50	30	4	47
Wolverine 3	10	16.50	2	--
X-Factor 24	10	22.50	--	--
X-Men 1/2	12	--	31	32
X-Men A 'Storm/Beast cover)	3	--	2.50	--
X-Men 1C (Cyclops/Wolverine cover)	3	16.50	--	--
X-Men 1D (Magneto cover)	3	20	--	--
X-Men E	5	--	30	--
X-Men 2	3	--	11.50	54
X-Men 25A	13	--	36	--
X-Men 30	4.50	16	31	--
X-Men 62B	12	26	--	--
X-Men (Uncanny) Giant Size	620	925	1875	--
X-Men (Uncanny) 10	300	009	--	--
X-Men (Uncanny) 14	250	735	--	--
X-Men (Uncanny) 6	160	412	--	--
X-Men (Uncanny) 38	00	280	--	--
X-Men (Uncanny) 94	530	1000	--	--
X-Men (Uncanny) 95	15	405	--	--
X-Men (Uncanny) 102	40	134	--	--
X-Men (Uncanny) 103	40	26.50	--	--
X-Men (Uncanny) 120	45	--	103.50	--
X-Men (Uncanny) 121	50	61	--	--
X-Men (Uncanny) 122	25	--	100	--
X-Men (Uncanny) 126	25	45	93	--
X-Men (Uncanny) 131	25	66	--	--
X-Men (Uncanny) 132	25	32	--	--
X-Men (Uncanny) 133	25	40	87	--
X-Men (Uncanny) 134	25	36	--	--
X-Men (Uncanny) 135	25	--	68	--
X-Men (Uncanny) 137A	35	--	52.50	256
X-Men (Uncanny) 138	20	--	--	300
X-Men (Uncanny) 140	25	54.50	95	--
X-Men (Uncanny) 141	35	55	122.50	286
X-Men (Uncanny) 142	25	--	95	--
X-Men (Uncanny) 165	5	--	31	--
X-Men (Uncanny) 7	8	42	--	--
X-Men (Uncanny) 160	4	--	27	--
X-Men (Uncanny) 196	4	--	--	37.50
X-Men (Uncanny) 201	6	--	22	--
X-Men (Uncanny) 210	7.50	20.50	30	--
X-Men (Uncanny) 211	7.50	15.50	32.50	--
X-Men (Uncanny) 212	12	0.50	33.50	--
X-Men (Uncanny) 213	2	25	39.50	--
X-Men (Uncanny) 221	6	25	--	--
X-Men (Uncanny) 222	6	12	31	--
X-Men (Uncanny) 240	3	--	--	43
X-Men (Uncanny) 248	10	33	--	56
X-Men (Uncanny) 266	20	--	76.50	202.50
X-Men (Uncanny) 275A	4	--	21.50	--
X-Men (Uncanny) 28 A	3	--	10.50	--
SIN PRICES				
Clerks: The Comic Book 1-Shot--A	9	--	25	--
Jay and Silent Bob 1A	8.50	25	--	--

CHECKLIST OF BOOKS YOU SHOULD GET PROFESSIONALLY GRADED

TITLE & ISSUE # (PUBLISHER)

AAA

- ☐ Giant-Size X-Men #1 (Marvel)
- ☐ Green Lantern #76 (DC Comics)
- ☐ House of Secrets #92 (DC Comics)
- ☐ Incredible Hulk #181 (Marvel)
- ☐ Primer #2 (1st Grendel) (Comico)
- ☐ Sandman #1 (Vertigo/DC)
- ☐ Spider-Man #1 (Marvel)
- ☐ Star Wars #1B (Marvel)
- ☐ X-Men (Uncanny) #94 (Marvel)
- ☐ Watchmen #1 (DC Comics)

AA

- ☐ Amazing Spider-Man #252 (Marvel)
- ☐ Amazing Spider-Man #300 (Marvel)
- ☐ Animal Man #1 (DC Comics)
- ☐ Avengers (vol. 3) #1 (Marvel)
- ☐ Batman #404 (DC Comics)
- ☐ Batman #405 (DC Comics)
- ☐ Batman #406 (DC Comics)
- ☐ Batman #407 (DC Comics)
- ☐ Batman #428 (DC Comics)
- ☐ Batman: Vengeance of Bane (DC Comics)
- ☐ Bone #1 (Cartoon Books)
- ☐ Caliber Presents #1 (Caliber)
- ☐ Captain America (vol. 3) #1 (Marvel)
- ☐ Creatures of the ID #1 (Caliber)
- ☐ Crisis on Infinite Earths #7 (DC Comics)
- ☐ Crisis on Infinite Earths #8 (DC Comics)
- ☐ Cry for Dawn #1A (Cry for Dawn)
- ☐ Cyblade/Shi Special (1st Witchblade) (Image/Top Cow/Crusade)
- ☐ Daredevil (vol. 2) #1 (Marvel)
- ☐ Daredevil #158 (Marvel)
- ☐ Daredevil #168 (Marvel)
- ☐ Daredevil #181 (Marvel)
- ☐ Dark Horse Presents #1 (Dark Horse)
- ☐ The Dark Knight Returns #2 (DC Comics)
- ☐ The Dark Knight Returns #3 (DC Comics)
- ☐ The Dark Knight Returns #4 (DC Comics)
- ☐ Darkness #1 (Image)
- ☐ DC Comics Presents #26 (DC Comics)
- ☐ Deathmate Black #1 (Image/Valiant)
- ☐ Elseworlds 80-Page Giant #1 (DC Comics)
- ☐ Fantastic Four (vol. 3) #1 (Marvel)
- ☐ Frank Miller #1 (Mad Love/Tundra)
- ☐ Green Lantern (vol. 2) #50 (DC Comics)
- ☐ Grendel #1 (Comico)
- ☐ Grendel #2 (Comico)
- ☐ Grendel #3 (Comico)
- ☐ Hellblazer #41 (DC Comics)
- ☐ Incredible Hulk #182 (Marvel)
- ☐ Incredible Hulk #330 (Marvel)
- ☐ Iron Fist #14 (Marvel)
- ☐ Iron Man #55 (Marvel)
- ☐ Justice League #34 (DC Comics)
- ☐ Kingdom Come #1 (DC Comics)
- ☐ Kingdom Come #2 (DC Comics)
- ☐ Kingdom Come #3 (DC Comics)
- ☐ Kingdom Come #4 (DC Comics)
- ☐ Knights of the Dinner Table #1 (Kenzer & Co.)
- ☐ Marvel Spotlight #5 (Marvel)
- ☐ Marvel Super-Heroes Secret Wars #8 (Marvel)
- ☐ Marvel Team-Up #53 (Marvel)
- ☐ Marvels #1 (Marvel)
- ☐ Marvels #2 (Marvel)
- ☐ Marvels #3 (Marvel)
- ☐ Marvels #4 (Marvel)
- ☐ Milk and Cheese #1A (Slave Labor)
- ☐ Mindwarp #1 (Eclipse)
- ☐ Miracleman #14 (Eclipse)
- ☐ Miracleman #15 (Eclipse)
- ☐ Miracleman #16 (Eclipse)
- ☐ New Mutants #87 (Marvel)
- ☐ Preacher #1 (Vertigo/DC)
- ☐ Primer #2 (Comico)
- ☐ The Punisher (vol. 2) #1 (Marvel)
- ☐ Rising Stars #1 (Image/Top Cow)
- ☐ Saga of the Swamp Thing #20 (DC Comics)
- ☐ Sandman #BA (Vertigo/DC)
- ☐ Spawn #1 (TMP/Image)
- ☐ Star Wars #1A (Marvel)
- ☐ Superman #75 (vol. 2) (DC Comics)
- ☐ Amazing Spider-Man #298 (Marvel)
- ☐ Astonishing Tales #25 (Marvel)
- ☐ Astro City #2 (Mini-series) (Image)
- ☐ Astro City #3 (Mini-series) (Image)
- ☐ Astro City #4 (Mini-series) (Image)
- ☐ Astro City #5 (Mini-series) (Image)
- ☐ Avengers (vol. 3) #28 (Marvel)
- ☐ Batgirl #1 (DC Comics)
- ☐ Batgirl #2 (DC Comics)
- ☐ Batman #366 (DC Comics)
- ☐ Batman: Black & White #1 (DC Comics)
- ☐ Batman: Black & White #2 (DC Comics)
- ☐ Batman: Black & White #3 (DC Comics)
- ☐ Batman: Black & White #4 (DC Comics)
- ☐ Batman: Legends of the Dark Knight #20 (DC Comics)
- ☐ Batman: The Long Hallowean #1 (DC Comics)
- ☐ Batman: Shadow of the Bat #23 (DC Comics)
- ☐ Coyote #11 (Epic)
- ☐ Crimson #1B (WildStorm/Image)
- ☐ Crisis on Infinite Earths #11 (DC Comics)
- ☐ Crisis on Infinite Earths #12 (DC Comics)
- ☐ Justice League International #24 (DC Comics)
- ☐ Kabuki: Circle of Blood #1 (Caliber)
- ☐ Kingdom #1 (DC Comics)
- ☐ Legends #6 (DC Comics)
- ☐ Magdalena #1 (Image)
- ☐ Marvel Boy #1A (Marvel)
- ☐ Micronauts #1 (Marvel)
- ☐ Miracleman #2 (Eclipse)
- ☐ Miracleman #3 (Eclipse)
- ☐ Miracleman #4 (Eclipse)
- ☐ Miracleman #5 (Eclipse)
- ☐ Miracleman #6 (Eclipse)
- ☐ Miracleman #7 (Eclipse)
- ☐ Miracleman #8 (Eclipse)
- ☐ Miracleman #9 (Eclipse)
- ☐ Miracleman #10 (Eclipse)
- ☐ Miracleman #11 (Eclipse)
- ☐ Miracleman #12 (Eclipse)
- ☐ Miracleman #13 (Eclipse)
- ☐ Miracleman #17 (Eclipse)
- ☐ Miracleman #18 (Eclipse)
- ☐ Miracleman #19 (Eclipse)
- ☐ X-Men (Uncanny) #257 (Marvel)
- ☐ X-Men (Uncanny) #258 (Marvel)
- ☐ X-Men (Uncanny) #267 (Marvel)
- ☐ X-Men (Uncanny) #268 (Marvel)
- ☐ X-Men (Uncanny) #269 (Marvel)
- ☐ X-Men (Uncanny) #270 (Marvel)
- ☐ X-Men (Uncanny) #271 (Marvel)
- ☐ X-Men (Uncanny) #272 (Marvel)
- ☐ X-Men (Uncanny) #273 (Marvel)
- ☐ X-Men (Uncanny) #274 (Marvel)
- ☐ X-Men (Uncanny) #275 (Marvel)
- ☐ X-Men (Uncanny) #276 (Marvel)
- ☐ X-Men (Uncanny) #277 (Marvel)
- ☐ X-Men (Uncanny) #283 (Marvel)
- ☐ X-Men (Uncanny) #364 (Marvel)
- ☐ Youngblood #1 (Image)
- ☐ Zero Hour #0 (DC Comics)

A

- ☐ Art of Zen: Intergalactic Ninja #1 (Entity)
- ☐ Astonishing X-Men #1 (Marvel)
- ☐ Batman Chronicles #4 (DC Comics)
- ☐ Batman/Spawn: War Devil (DC Comics/Image/TMP)
- ☐ Buffy the Vampire Slayer #1 (Dark Horse)
- ☐ Captain America #241 (Marvel)
- ☐ Captain America Annual 6 (Marvel)
- ☐ Coven #1 (Awesome)
- ☐ Cry for Dawn #3 (Cry for Dawn)
- ☐ Cry for Dawn #4 (Cry for Dawn)
- ☐ Daredevil #248 (Marvel)
- ☐ Daredevil #249 (Marvel)
- ☐ Doctor Image #1 (Image)
- ☐ Death: Time of Your Life #1 (Vertigo/DC)
- ☐ Destroyer Duck #1 1st Groo (Eclipse)
- ☐ Doctor Mid-Nite #1 (DC Comics)
- ☐ Fatale #1 (1st J.G. Jones work) (Broadway Comics)
- ☐ Flash #92 (vol. 2) 1st Impulse, (DC Comics)
- ☐ Flash Annual #5 (Vol. 2) (DC Comics)
- ☐ Grafik Muzik #2 (Caliber)
- ☐ Grafik Muzik #3 (Caliber)
- ☐ Grendel (vol. 2) #1 (Comico)
- ☐ Grendel (vol. 2) #2 (Comico)
- ☐ Grendel (vol. 2) #3 (Comico)
- ☐ Grendel (vol. 2) #4 (Comico)
- ☐ Grendel (vol. 2) #5 (Comico)
- ☐ Grendel (vol. 2) #6 (Comico)
- ☐ Grendel (vol. 2) #7 (Comico)
- ☐ Grendel (vol. 2) #8 (Comico)
- ☐ Grendel (vol. 2) #9 (Comico)
- ☐ Grendel (vol. 2) #10 (Comico)
- ☐ Grendel (vol. 2) #24 (Comico)
- ☐ Homage Swimsuit Special #1 (1st Campbell work) (Image)
- ☐ The Maxx #1 (Image)
- ☐ Micronauts #2 (Marvel)
- ☐ Micronauts #3 (Marvel)
- ☐ Micronauts #4 (Marvel)
- ☐ Micronauts #5 (Marvel)
- ☐ New Year's Evil: Prometheus (DC Comics)
- ☐ Next Man #2 (1st Holloway/Dark Horse)
- ☐ Prophet #1 (Image)
- ☐ Punisher War Journal #1 (Marvel)
- ☐ Razor Annual #1 (London Night Studios)
- ☐ Sentry #1 (Marvel)
- ☐ Spawn/Batman: Red Scare (Image/TMP/DC Comics)
- ☐ Squadron Supreme #1 (Marvel)
- ☐ Steampunk #1 (WildStorm/DC Comics)
- ☐ Transformers: Generation Two #2 (Marvel)
- ☐ Transformers: Generation Two #3 (Marvel)
- ☐ Transformers: Generation Two #4 (Marvel)
- ☐ Transformers: Generation Two #5 (Marvel)
- ☐ Transformers: Generation Two #6 (Marvel)
- ☐ Transformers: Generation Two #7 (Marvel)
- ☐ Transformers: Generation Two #8 (Marvel)
- ☐ Transformers: Generation Two #9 (Marvel)
- ☐ Transformers: Generation Two #10 (Marvel)
- ☐ Transformers: Generation Two #11 (Marvel)
- ☐ Transformers: Generation Two #12 (Marvel)
- ☐ Xenic: Warrior Princess #1 (Topps)
- ☐ Young Justice #1 (DC Comics)

B

- ☐ 100 Bullets #1 (Vertigo/DC)
- ☐ Alpha Flight #5 (1st Jim Lee Marvel work) (Marvel)
- ☐ Amazing Spider-Man #238 (Marvel)
- ☐ Cry For Dawn #1 (Cry For Dawn)
- ☐ Death: High Cost of Living #1 (Vertigo/DC)
- ☐ Earth X #1 (Marvel)
- ☐ Elseworld's Finest #1 (DC Comics)
- ☐ Elseworld's Finest #2 (DC Comics)
- ☐ Empire #1 (Image)
- ☐ Evil Ernie #1 & Eternity
- ☐ Fantastic Four (vol. 2) #1 (Marvel)
- ☐ Fantasy Quarterly #1 (1st Elfquest) (IPS)
- ☐ Fathom #1 (Image/Top Cow)
- ☐ Final Night #4 (DC Comics)
- ☐ G.I. Joe #21 (Marvel)
- ☐ G.I. Joe #60 (Marvel)
- ☐ Grafik Muzik #1 (1st Frank Einstein) (Caliber)
- ☐ Grendel #1 1st Milk and Cheese (Slave Labor)
- ☐ Green Arrow: The Longbow Hunters #1 (DC Comics)
- ☐ Incredible Hulk #179 (Marvel)
- ☐ Incredible Hulk #180 (Marvel)
- ☐ Incredible Hulk #324 (Marvel)
- ☐ Incredible Hulk #331 (Marvel)
- ☐ Incredible Hulk #332 (Marvel)
- ☐ Incredible Hulk #333 (Marvel)
- ☐ Incredible Hulk #334 (Marvel)
- ☐ Incredible Hulk #336 (Marvel)
- ☐ Incredible Hulk #337 (Marvel)
- ☐ Incredible Hulk #338 (Marvel)
- ☐ Incredible Hulk #339 (Marvel)
- ☐ Incredible Hulk #341 (Marvel)
- ☐ Incredible Hulk #342 (Marvel)
- ☐ Incredible Hulk #343 (Marvel)
- ☐ Incredible Hulk #344 (Marvel)
- ☐ Incredible Hulk #345 (Marvel)
- ☐ Incredible Hulk #346 (Marvel)
- ☐ Incredible Hulk #449 (Marvel)
- ☐ Infinity, Inc #13 (DC Comics)
- ☐ Infinity, Inc #14 (DC Comics)
- ☐ Iron Man #1 (vol. 3) (Marvel)
- ☐ Miracleman #20 (Eclipse)
- ☐ Miracleman #21 (Eclipse)
- ☐ Miracleman #22 (Eclipse)
- ☐ Miracleman #23 (Eclipse)
- ☐ Miracleman #24 (Eclipse)
- ☐ More Than Mortal #1 (Ibis)
- ☐ Mystic #1 (CrossGen)
- ☐ New Mutants #86 (Marvel)
- ☐ New Mutants #98 (Marvel)
- ☐ New Mutants #100 (Marvel)
- ☐ Omega Men #3 (1st Lobo) (DC Comics)
- ☐ Planetary #1 (WildStorm/DC Comics)
- ☐ Powerpuff Girls #1 (DC Comics)
- ☐ Powers #1 (Image)
- ☐ Punisher War Journal #6 (Marvel)
- ☐ Punisher War Journal #7 (Marvel)
- ☐ Shi: The Way of the Warrior #1 (Crusade)
- ☐ Spyboy #1 (Dark Horse)
- ☐ Superman: The Wedding Album (DC Comics)
- ☐ Tales of the New Teen Titans #44 (DC Comics)
- ☐ Terminator: The Burning Earth #3 (Now)
- ☐ Thor #337 (Marvel)
- ☐ Tom Strong #1 (WildStorm/DC Comics)
- ☐ Top 10 #1 (WildStorm/DC Comics)
- ☐ Transformers: Generation Two #1 (Marvel)
- ☐ Transmetropolitan #1 (Vertigo/DC)
- ☐ Vampirella #1 (Mini-series) (Harris Comics)
- ☐ Visions #1 (1st Morning Carrot) (Visart)
- ☐ Witchblade #500 (Top Cow/Image)
- ☐ Witchblade vs. Darkness #1/2 (Top Cow/Image)
- ☐ WildC.A.T.s #1 (WildStorm/Image)
- ☐ WildC.A.T.s #2 (WildStorm/Image)
- ☐ Wolverine #17 (Marvel)
- ☐ X-Force #1 (Marvel)
- ☐ X-Men #53 (Marvel)
- ☐ X-Men (Uncanny) #2 (Marvel)
- ☐ X-Men (Uncanny) #256 (Marvel)

GRADESCHOOL

GRADED COMIC BUZZ

The Bronze Age was a devilishly good time—filled with horror comics and high-kicking action! *House of Mystery* #192 and *Swamp Thing* #1 are being submitted to Comics Guaranty Corp. for grading at terrifying rates. The ghoulish *Ghost Rider* (vol. 1) #1, *Werewolf By Night* #1, *Marvel Spotlight* #2 (1st Werewolf) and #5 (1st Ghost Rider) have blazed a tra.. to CGC's door. *Monster of Frankenstein* #1, *Tomb of Dracula* #1 and #10 (1st Blade) have also seen high activity, with *Shadow* #1 and *Godzilla* #1 right behind. Also hurricane-kicking their way to CGC are *Marvel Premiere* #15 (1st Iron Fist), *Special Marvel Edition* #15 (1st Shang Chi, Master of Kung-Fu) and *Iron Fist* #1–#14 (1st Sabretooth), and #15. ■ FLETCHER CROUCHING-CHU KIDDEN-FONG

Special thanks to Steve Borock and Paul Litch of CGC for their powerful insight in this article.

KEY: AAA=The best | AA=Really good | A=Pretty good | B=Okay

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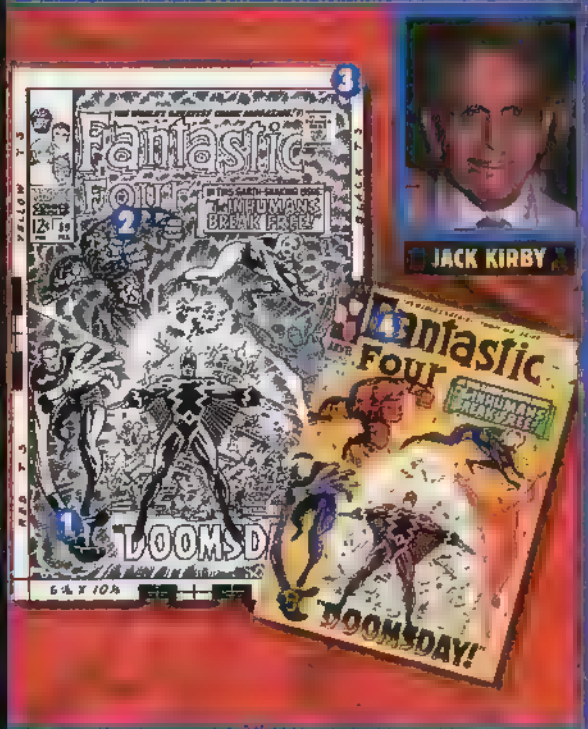
WIZARD'S GUIDE TO ORIGINAL ART

HOW MUCH MONEY YOU COULD MAKE IF YOU DREW YOUR OWN COMICS

Original art is the actual black-and-white (and sometimes painted in color) art drawn by artists used to produce the comics—and it's expensive because each piece of art is a one-of-a-kind item. There are generally 22 pages of interior art per comic, giving it the widest availability; interior pages generally average at least $100 per page. Covers and splash pages are more limited because they average only one per comic—these are much pricier. And lastly, artists draw sketches which they can charge nominal fees for or do 'em for free.

We took the hottest Silver Age artists whose art has been actively traded on the market. And if you don't see a price listed, either that type of art doesn't exist or there's not enough data to obtain one.

Ah mercy. Paul Sorrentino enjoys Jack Kirby's Art Corps.



1. BIGGIE-SIZED Original art's drawn larger than the final printed comic size. The original—generally drawn at 11-by-17 inches on three-ply Bristol board paper—may contain details that get lost in the final printing.

2. LOGO Up until the past few years, a comic's logo, title, corner box and price box were all pasted onto the original art board by hand (as they surely were for this classic Kirby cover). Nowadays, it's all done with a computer.

3. LINE UP These lines and crosshairs are called registration marks. When the comic's printed, these marks line up the black-and-white line art with the four-color processing film that adds the coloring to comics. The lines also indicate where the pages will be trimmed.

4. CRAZY-ASS COOL FACTOR Not for nuthin', but how cool is it thinkin' 'bout how your favorite artist was once hunched over the same piece of art, bringing it to life line by line?

. Price Cover .. . Price Splash .. Price Interior

NEAL ADAMS

Neal Adams made a major attempt last year to get back his original art that he claimed had been stolen many years ago. Adams eventually gave up this quest, but now charges to have art signed and "authenticated" by him.

Batman	6000.00	2000.00	500.00
Brave and the Bold	4000.00	1500.00	500.00
Continuity Comics	1000.00	500.00	250.00
Daredevil	4000.00	1500.00	500.00
Green Lantern	10000.00	3000.00	1000.00
Justice League of America	4000.00	1500.00	500.00
Phantom Stranger	3000.00	1000.00	300.00
Superboy	2500.00	800.00	250.00
Superman	4000.00	1500.00	500.00
Tomahawk	2000.00	800.00	250.00
World's Finest	4000.00	1500.00	500.00
X-Men	12000.00	4000.00	1000.00

MURPHY ANDERSON

Some of Anderson's most popular work is his inking work. Many consider his inks over Carmine Infantino on Flash his career's pinnacle.

Hawkman (pre-1968)	12000.00	3500.00	1200.00
Hawkman	4000.00	1500.00	500.00
Justice League of America	10000.00	(not applicable)	(not applicable)
Mystery In Space	10000.00	3500.00	800.00
Strange Adventures (pre-1969)	6000.00	2000.00	500.00
Strange Adventures	3000.00	1000.00	300.00

JIM APARO

Looking for an original art bonus? Jim Aparo actually lettered some of the pages he drew, too, notably his work on Batman *and the Outsiders.*

Adventure Comics	1500.00	500.00	150.00
Aquaman	1000.00	350.00	150.00
Batman	1500.00	500.00	200.00
Brave and the Bold	1000.00	450.00	200.00
Green Arrow	500.00	250.00	125.00
Phantom Stranger	1000.00	400.00	150.00

JOHN BUSCEMA

The market for John Buscema Silver Surfer pages has recently taken off. Common "panel pages" can go for $400, and key pages and splash pages can fetch $800.

Avengers (pre-1968)	6000.00	2000.00	400.00
Avengers	3000.00	1000.00	250.00
Conan	1500.00	500.00	200.00
Fantastic Four	5000.00	1500.00	500.00
Kull	750.00	300.00	125.00
Silver Surfer	10000.00	3000.00	1000.00
Spider-Man	4000.00	1000.00	450.00
Sub-Mariner	3000.00	1000.00	250.00
Tarzan	1000.00	350.00	150.00
Thor	3000.00	1000.00	250.00
Wolverine	1500.00	400.00	150.00

	Price Cover	Price Splash	Price Interior

GENE COLAN

A good source for Gene Colan art? Colan himself. He and his wife sell many of his pages via auctions on eBay.com.

Captain America	2000.00	600.00	200.00
Daredevil	2500.00	800.00	250.00
Dr. Strange	1500.00	500.00	150.00
Tales of Suspense	7500.00	1500.00	400.00
Tales to Astonish	6500.00	1200.00	350.00
Tomb of Dracula	[illegible]	800.00	175.00

STEVE DITKO

Steve Ditko is a noted recluse, and very little is known about just how many of his own originals he still has. It's rumored Ditko still has all the originals to Amazing Spider-Man #5, and most of his Strange Tales work.

Blue Beetle	2500.00	800.00	200.00
Captain Atom	3000.00	1000.00	250.00
Journey Into Mystery	10000.00	2500.00	600.00
Spider-Man	40000.00	25000.00	3000.00

	Price Cover	Price Splash	Price Interior

CARMINE INFANTINO

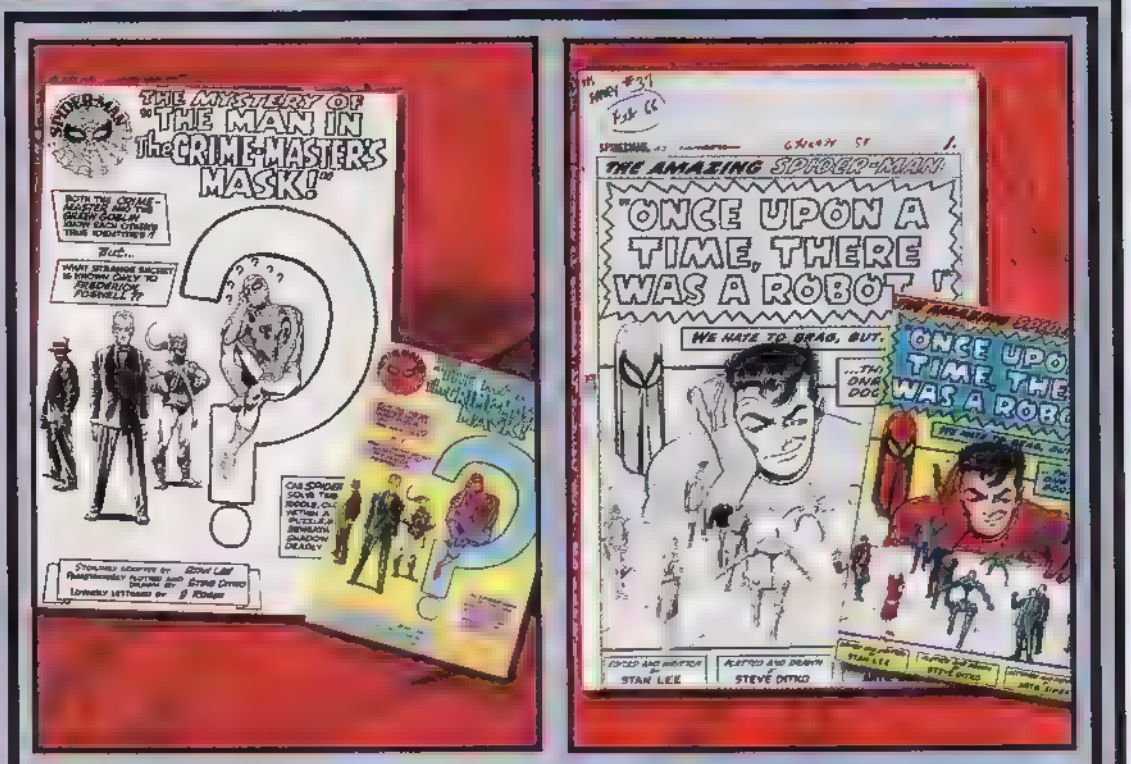
Some of the most sought-after Carmine Infantino pieces are the Star Wars covers he did for Marvel Comics. They're coveted by both comic collectors and "Star Wars" collectors alike, and can go for huge bucks.

Batman (pre-1969)	10000.00	2500.00	400.00
Batman	2000.00	500.00	150.00
Flash (pre-1969)	12000.00	4000.00	600.00
Flash	3000.00	1000.00	200.00
Spider-Woman	1000.00	300.00	100.00
Star Wars	1500.00	500.00	250.00
Strange Adventures (pre-1969)	5000.00	1500.00	300.00
[illegible]	2000.00	500.00	150.00

GIL KANE

Gil Kane occasionally inked his own work with a magic marker. Over time, many of these pages have faded or turned purple. Kane art inked with marker is easily damaged by light, and tough to find in good condition.

PICTURE PERFECT


SPIDER-MAN
THE MYSTERY OF THE MAN IN THE CRIME-MASTER'S MASK!
BOTH THE CRIME-MASTER AND THE GREEN GOBLIN KNOW EACH OTHER'S TRUE IDENTITIES!
BUT...
WHAT STRANGE SECRET IS KNOWN ONLY TO FREDERICK FOSWELL?
CAN SPIDER-MAN SOLVE THE RIDDLE OF... WITHIN A PUZZLE IN... BEHIND... SHADOW DEADLY
STORY BY STAN LEE
PENCILLED BY STEVE DITKO
LETTERED BY S. Rosen
#37
THE AMAZING SPIDER-MAN
"ONCE UPON A TIME, THERE WAS A ROBOT!"
WE HATE TO BRAG, BUT...
...THE ONE DOC
STAN LEE
STEVE DITKO

Check out these two great splash pages from Silver Age great Steve Ditko of *Amazing Spider-Man* (vol. 1) #26 (left) and #37 (right). The page from *Amazing Spider-Man* #26 would be considered more desirable because it features Spidey in full costume with some villains, including archenemy the Green Goblin. On the other page, Petey's unmasked.

Strange Tales	10000.00	2500.00	600.00
Tales of Suspense	10000.00	2500.00	600.00
Tales of the Mysterious Traveler	5000.00	1500.00	400.00
Tales to Astonish	10000.00	2500.00	600.00

DON HECK

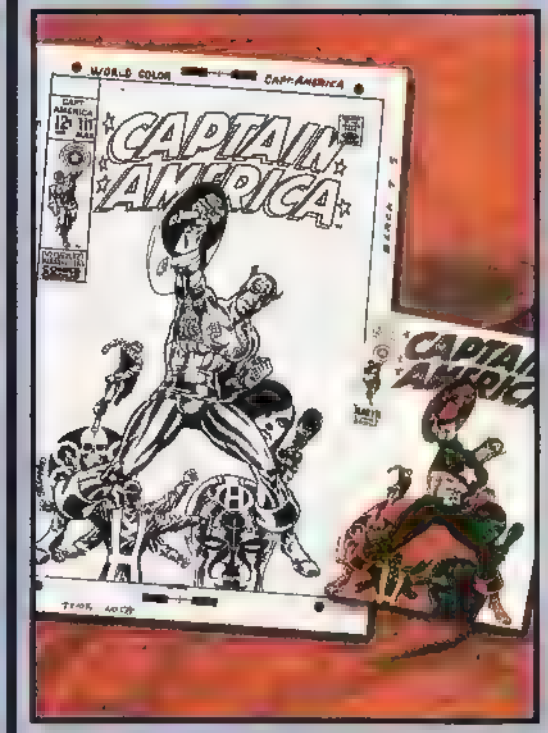
It pays to have patience. Years ago, Don Heck sold almost all his art for roughly $10 a page. Today, early Don Heck Avengers pages can go for $500 each.

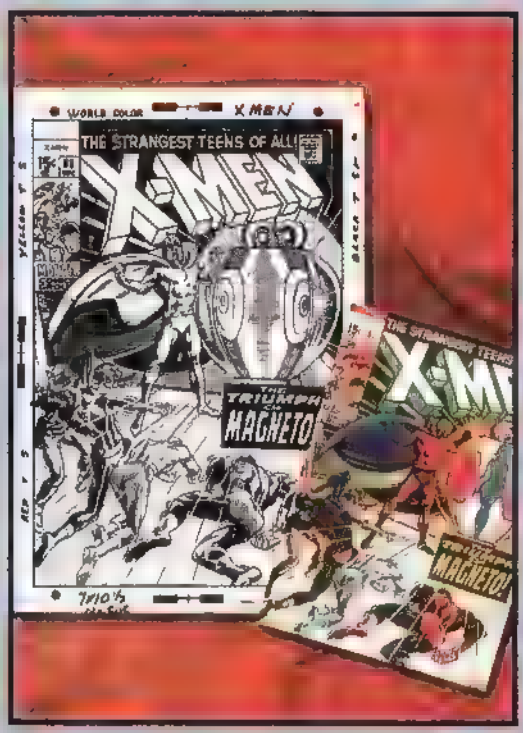
Avengers	3500.00	1200.00	300.00
Iron Man	1500.00	500.00	150.00
Tales of Suspense	4000.00	1500.00	500.00
X-Men	5000.00	1500.00	400.00

Atom	8000.00	2000.00	400.00
Avengers (pre-1969)	6000.00	1500.00	400.00
Avengers	3000.00	800.00	250.00
Captain America	2500.00	800.00	200.00
Captain Marvel	2500.00	800.00	200.00
Ghost Rider	1500.00	400.00	150.00
Green Lantern (pre-1969)	8000.00	2000.00	500.00
Green Lantern	3500.00	1000.00	300.00
Mystery in Space (pre-1969)	5000.00	1500.00	400.00
Spider-Man	3000.00	1000.00	400.00
Strange Adventures (pre-1969)	5000.00	1500.00	400.00
Superman	2500.00	600.00	200.00
The Ring	1000.00	500.00	150.00
Werewolf By Night	2500.00	800.00	200.00

	Price Cover	Price Splash	Price Interior
JACK KIRBY			
Savage Dragon creator Erik Larsen is a Kirby disciple who has over 100 Jack Kirby originals, including full books on Thor (vol. 1) #155, Eternals Annual #1 and Kamandi #11 and #14.			
Avengers	20000.00	6500.00	1500.00
Captain America(100-112)	10000.00	2000.00	500.00
Captain America(193-214)	3500.00	1000.00	300.00
Challengers of the Unknown	20000.00	5000.00	1000.00
Demon	5000.00	1500.00	400.00
Eternals	3000.00	1000.00	300.00
Fantastic Four (pre-1969)	25000.00	10000.00	2000.00
Fantastic Four	8000.00	2000.00	500.00
Forever People	5000.00	1500.00	400.00
Incredible Hulk	25000.00	10000.00	2000.00
Journey Into Mystery (1-62, pre-hero)	10000.00	2500.00	600.00
Journey Into Mystery (83-125, when applicable)	20000.00	6000.00	1000.00
Kamandi	4000.00	1200.00	300.00
Machine Man	2000.00	600.00	200.00
Mister Miracle	5000.00	1500.00	400.00
New Gods	8000.00	2000.00	500.00
OMAC	1500.00	500.00	150.00
Prez	1500.00	500.00	150.00
Rawhide Kid	5000.00	1000.00	250.00
Sandman	2500.00	800.00	250.00
Strange Tales (1-100, pre-hero)	10000.00	2500.00	600.00
Strange Tales (101-151, when applicable)	20000.00	6000.00	1000.00
Superman's Pal, Jimmy Olsen	5000.00	1500.00	350.00
Tales of Suspense (1-38, pre-hero)	10000.00	2500.00	600.00
Tales of Suspense (39-99, when applicable)	[illegible]	6000.00	1000.00
Tales to Astonish (1-26, 28-34, pre-hero)	10000.00	2500.00	600.00
Tales to Astonish (27, 35-101, when applicable)	20000.00	6000.00	800.00
Thor	8000.00	2000.00	500.00
X-Men	25000.00	8000.00	1500.00
JOE KUBERT			
Joe Kubert rarely sells his original art, which makes for some very high prices. An original Tarzan drawing by Kubert sold for $2,500 at March 2001's ACTOR auction at the Orlando MegaCon.			
Brave and the Bold (1-27 pre-hero)	6000.00	2000.00	400.00
Brave and the Bold (pre-1969, hero)	15000.00	4000.00	1000.00
G.I. Combat (pre-1969)	3500.00	1200.00	300.00
G.I. Combat	1200.00	400.00	150.00
Our Army at War (pre-1969)	5000.00	1500.00	400.00
Our Army at War	2000.00	600.00	200.00
Our Fighting Forces (pre-1969)	3500.00	1200.00	300.00
Our Fighting Forces	1200.00	400.00	150.00
Sgt. Rock	1500.00	500.00	150.00
Showcase	1200.00	250.00	125.00
Strange Adventures	2500.00	800.00	250.00
Tarzan	1500.00	500.00	150.00
Tor	1000.00	400.00	125.00
JOHN ROMITA SR.			
Romita did a series of seven classic Marvel cover recreations for a Sotheby's auction in 1994. Some of Romita's "new originals" went as high as $3,200.			
Amazing Spider-Man (pre-1969)	15000.00	6000.00	3000.00

PICTURE PERFECT





Feast your eyes on these two fantastic covers: *Captain America* (vol. 1) #111 by Jim Steranko (left) and *X-Men (Uncanny)* #63 by Neal Adams (right). Both pieces would be considered highly desirable by collectors and would fetch *beaucoup* bucks—but the *Cap* cover might get a little more, since it features an iconic pin-up of the Star-Spangled Avenger.

	Price Cover	Price Splash	Price Interior
Amazing Spider-Man	5000.00	3000.00	1500.00
Captain America	3500.00	1500.00	800.00
Daredevil (pre-1969)	10000.00	5000.00	1500.00
Daredevil	4000.00	1500.00	800.00

MIKE SEKOWSKY

Many Mike Sekowsky Justice League of America originals have been colored. DC often gave away original art to fans in the 1960s, and one fan who landed a lot of art decided to color it in...with crayon.

Justice League of America	8000.00	1800.00	350.00

	Price Cover	Price Splash	Price Interior
Superman's Girlfriend, Lois Lane	10000.00	3000.00	500.00
Superman's Pal, Jimmy Olsen	10000.00	3000.00	500.00
World's Finest	10000.00	3000.00	500.00

ALEX TOTH

Alex Toth is an "artist's artist," often considered comics' greatest storyteller by other professionals. An incredibly high percentage of his originals are in the hands of fellow comic artists, such as Howard Chaykin, who has three framed Toth originals hanging on the walls of his home.

Adventure Comics	(Not applicable)	800.00	250.00
Green Lantern	(Not applicable)	800.00	250.00

PICTUREPERFECT

Here are two covers from John Buscema's heyday on volume one *Avengers*: #59 (left) and #60 (right), featuring Hank Pym's transformation into Yellowjacket. Both are great covers featuring a lot of characters (six Avengers each!) and cool action. Which one's worth more? That's probably a toss-up, depending on a collector's preference.

JIM STERANKO

Marvel Comics used to have no policy on returning original art to the artists. The first to have art returns written into a contract with Marvel? Jim Steranko. Even still, it took years for Steranko to get his pages back.

Captain America (110,111,and113)	15000.00	3000.00	800.00
Nick Fury, Agent of S.H.I.E.L.D.	10000.00	2500.00	600.00
Strange Tales	2000.00	400.00	225.00+

CURT SWAN

The market is booming on '60s and '70s Curt Swan Superman covers, particularly those featuring Bizarro. Some recent "Bizarro" cover sales have been for over $10,000.

Action	12000.00	3000.00	500.00
Adventure Comics	12000.00	3000.00	500.00
Superboy	10000.00	2500.00	400.00
Superman (pre-1969)	12000.00	3000.00	500.00
Superman	2000.00	350.00	150.00

House of Secrets	(Not applicable)	500.00	150.00
My Greatest Adventure	(Not applicable)	1500.00	500.00

SPECIAL THANKS!

A heapin' o' thanks and kudos to original art dealer and collector Bechara Maaloul, without whom this art guide would surely have been more difficult. Original art was provided by Maaloul (P.O. Box 31, North Marshfield, Mass. 02059, 781-834-2071, nostalgic5@aol.com). Art also provided by art geek/lovable teddy bear David Mandel, Randy Martos and art dealer Phillip Anderson (www.artworkworld.com). Also thanks go out to Spencer Beck (theartistschoice.com), WildStorm Productions' Scott Dunbier, Mike Burkey (http://theartboard.com/romitaman/), Mark Ward, and John Reents Sr. Huzzah!

SHOWS & CONS

PLACES TO GO, FREAKS TO SEE!

These listings are as accurate as we can get 'em, but *Wizard* always recommends phoning ahead before you attend an event—show information sometimes changes after we go to press. With that in mind, it's time for all you comic-hungry hordes to go conventioneering!

CALIFORNIA

EVERY WED. & EVERY SAT., CITY OF INDUSTRY

FRANK & SON COLLECTIBLE WAREHOUSE, 19649 E. San Jose Ave Over 150 dealer tables @ $45 each FREE admission, FREE parking, Wed 4pm-9 30pm & Sat. 10am-5pm WE RE CLOSED ON WEDNESDAY JULY 4TH This show will feature a wide selection of comics, toys, action figures Beanie Babies, Hot Wheels, non-sports cards, Star Wars, Star Trek, and much more. For info & directions call Frankie @ 909-444-7955 or 909 444-7956 Visit our Website @ www fs-collectibles com

MAY 20, LOS ANGELES

LOS ANGELES COMIC BOOK & SCIENCE FICTION CONVENTION Shrine Auditorium Expo Center, 700 West 32nd St $5 admission, 10am 5pm. THE LARGEST AND LONGEST RUNNING MONTHLY CONVENTION ON THE WEST COAST! A dealers room full of golden and silver age and new comic books, toys, action figures, movie memorabilia, Star Wars and Star Trek toys, non-sports and sports trading cards, Beanie Babies, Pokemon Collectibles, Japanese animation merchandise and Hong Kong movie videos Special guests featured every month. For more information contact Bruce Schwartz, 2319-A West Olive Ave. Burbank, CA 91506 or call 818 954 8432 or check Website at www comicbookscifi com

CANADA

JULY 7-8, 2001 CALGARY, ALBERTA

CALGARY STAMPEDE CONVENTION COMIC BOOK & TOY SHOW, Red and White Club at McMahon Stadium 1817 Crowchild Trail N.W , 10AM 5PM Special guests include representative from Diamond Distributors who will be holding a retailer forum on the 6th of July 2001, Kaare Andrews and other guest artists will be in attendance. Door prizes, giveaways and a daily auction. For more information please phone Steve (403)206-4668, e-mail captain canuck@home com or visit our Website at www cadvision com/acca

GEORGIA

MAY 26, JONESBORO

SOUTH ATLANTA TOY & COMIC BOOK SHOW, Holiday Inn, I-75 South of Atlanta, exit 235 35 tables @ $45 each, $3 admission ($1 off with Wizard ad), 10am-5pm Guests: Several artists, inkers, penciers, writers and models from the comic community Largest toy and comic book collector's convention in South Atlanta. This convention will feature all types of collectible toys including Star Wars, Star Trek, Spawn, Transformers, and all kinds of action figures and comic related toys 1000 s of comic books, Golden age to Premium comics and the HOTTEST titles We will have one of the largest selections of $1 comics available anywhere Toy, comic book and CASH giveaways will be held several times throughout the day. Promotions by KEBco Comic & Toy Emporium. You can contact us on the Internet at www kebcotoys com and check our Website for all your toy and comic book needs or contact Ken Barnette @ 770-471-6970 UNTIL 10PM EST

ILLINOIS

MAY 20, GURNEE

GURNEE MILLS COMIC AND COLLECTIBLES SHOW, Holiday Inn Gurnee, 6161 W. Grand Ave (Across the street from Gurnee Mills) 30 Tables @ $40 00 ea , $35 ea additional table 10am - 3pm $1 Admission. Comics, Toys, Anime, and Much More For More Information, Phone Jim Libasci @ (847) 336-9963, E-mail address: Mortari__2000@yahoo.com Visit our Website atwww geocities.com/mortari__2000. For more show listings DON'T FORGET THE WAUKEGAN SHOW 3RD SUNDAY OF EVERY MONTH AT BERTRAND BOWL ON WASHINGTON ST WAUKEGAN

MAY 12, 27 & JUNE 9, ORLAND PARK

COMICS AND MORE SHOW, Civic Center (one block west of LaGrange Rd. at 147th St) 6ft tables @ $30 each 2 tables @ $55, $1 admission, setup 7 30am-9am, open, 9am-2pm Comics toys, non-sport and sports cards, Hot Wheels Beanie Babies action figures memorabilia, die-cast, game cards Magic tournament (Saturdays), sanctioned Star Wars tournament (Sundays) Contact John Leary @ 708-423-1758

MICHIGAN

JUNE 24, LIVONIA

X-TRAVA-CON COMIC BOOK, NON-SPORTS CARD AND TOY SHOW, Knights of Columbus Hall, 19801 Farmington Rd. 55 Tables @ $40 each advanced, $45 at show, $2 admission children under six FREE, Hours: 10am-4pm, Four Door Prizes We Feature Comics, Non-Sports Cards, Collectible toys Action Figures, Card Games, Beanie Babies, Anime, Pokemon, plus much more For more info contact: Motor City Conventions @ 248-426-8059, or visit our Website @ motorcityconventions com

MAY 18-20, NOVI

THE MOTOR CITY COMIC CON returns to the Novi Expo Center It s the Pop Culture Event of The Year with over 150,000 square feet of fun for the entire family! Tickets are available at the door or at our web site, advance ticket holders admitted 30 minutes early. There will be over 300 comic book creators including Murphy Anderson, Sergio Aragones Jerry Beck, Mark Crilley, Guy Davis, Todd DeZago, Louis Dominguez, Arnold Drake, Dick Giordano Paul Jenkins, Steve Lieber, David Mack, Martin Nodell, Brian Pulido, Michael Avon Oeming Greg Rucka, Stan Sakai, Chris Sprouse, J. Michael Straczynski Billy Tucci and Michael Turner Over thirty publishers including Top Cow, Chaos! Comics, McFarlane Toys, Troma Films Caliber Comics We will also have over 25 actors and TV stars including. Adam West, TV's Batman, Marina Sirtis from ST: Next Generation, James Doohan and Walter Koenig from classic Star Trek, Claudia Christian from Babylon 5, Dick Durrock from Swamp Thing, Timothy Omundson from Xena, June Lockhart from Lost in Space just to name a few. Plus we will have over 100 RPG and CCG gaming events, Anime Festivals, Art Contest plus much more all at the Motor City Comic Con For more information call 248-426-8059 or visit our Website for a complete listing of guests and appearances @ www motorcityconventions com

NEW HAMPSHIRE

MAY 20, PORTSMOUTH

SEACOAST COLLECTABLE SHOW, Yokens Restaurant Convention Center, 95 North to ex.t 5, Route 1 South 2 miles. Over 100 Dealer Tables $3 admission, kids FREE with adults, show open 9am-3pm This show will feature a wide selection of new and old comics, cards non-sport, Beanie Babies, action figures, Star Wars, Star Trek, and Magic. For more information and directions contact Chris' Cards and Comics at 603-474-2283

NEW JERSEY

MAY 13 & JUNE 17, BORDENTOWN

COMIC BOOKS GALORE, NON SPORTS, MAGIC, BEANIES & MORE 9 30-3 30, Bordentown Armory, Rt 206 just 1/2-mile north of NJ Turnpike exit 7, easily accessible from anywhere in the East Coast. NJ's leading show is getting better and better, with comic books galore non-sports Magic, beanies and more, guest artists tba, free flowers to all moms at special May 13 Mother's Day Show, free comics to all, nice hourly door prizes, great hot dogs and meatball subs— We've got it all! Bordentown Armory (609) 448-7585, mchaud@home com

MAY 13 & JUNE 10, CLIFTON

CLIFTON COMIC BOOK EXPO Community Recreation Center, 1232 Main Ave (Rt 46 to Piaget Ave to Main From NYC the bus stops at the door). 30, 6ft tables @ $45 each, FREE admission, 10am-4pm. Northern NJ's longest running show! Comics from GA to present No minimum bid auction @ 11.30. Trivia contest at 1:30 for over $100 in comics! Great deals! Past guests have included major writers and artists. Call JP @ 973-783-0608 for updates or e-mail: pugprdctns@aol com

MAY 27, WAYNE

WAYNE COMIC BOOK EXPO, Wayne Holiday Inn, Rt. 46 Service Rd. (Off Rt 23 South near Willowbrook Mall) 30, 8ft tables @ $60 each, $2 admission kids under 6 & 2nd parent FREE! Easy, FREE parking, 9am-2.30pm. PUG BUCKS given out throughout the day as door prizes Comics from GA to present at great prices. The East Coast's best & friendliest dealers without the NYC hassle Two no minimum bid auctions For updates call JP @ 973-783-0608 or e-mail pugprdctns@aol com

NEW YORK

JULY 7, NEW YORK

THE BIG APPLE COMIC BOOK, ART & TOY SHOW, St Paul Church Auditorium Columbus (9th) Ave & 60th St $6 admission each day, 10am-6pm NY's greatest comic book convention Buying, selling & trading Gold, Silver & Modern age comics, Toys Action figures non-sports cards, comic art movie posters, Videos anime, TV & movie memorabilia and more Special guests: JIM KRUEGER, FRANK BRUNNER, JOSEPH MICHAEL LINSNER (tentative) and more to be announced. For info call or visit our Website, 718-326-2713 or www bigapplecon com

NOVEMBER 9-11, NEW YORK

The 3rd NATIONAL COMIC BOOK, ART, TOY & SCI FI EXPO, The Metropolitan Pavilion, 125 W. 18th St, NYC (btwn 6th & 7th Ave) NY's greatest comic book convention! Buying, selling & trading Gold, Silver & Modern age comics Toys Action figures, non-sports cards comic art movie posters Videos anime TV & movie memorabilia and more Special guests & ceremonies to be announced For info call or visit our Website 718-326-2713 or www bigapplecon com

OHIO

JUNE 3, CLEVELAND

CLEVELAND COMIC BOOK & SCI-FI CONVENTION, Knights Party Center (K of C Hall) 29101 Euclid Ave (Cleveland Eastside), 1/2 mile east of I-90 & exit 186. 28-8 ft dealer tables @$50 each. $2 admission age 6 & under FREE, 10am-4pm. FREE COMIC to first 25 customers, Hourly Door Prizes, Action Figures, Non Sports Cards, 1 000's of Golden, Silver & Modern Age Comics, Sci-Fi Books Information Jeff Harper Productions, 330-499-6056 or e-mail Jeffharpro@aol com

PENNSYLVANIA

MAY 27, PHILADELPHIA

PHILADELPHIA COMIC-CON Holiday Inn, 10th St & Packer Ave , exit 46 off I-76 or exit 15 off I-95 (follow signs to Packer). From NJ, take Walt Whitman Bridge to second exit after toll plaza (exit 46). 48 tables are 1/$65 or 2/$125, 10am-4pm. Philadelphia's longest running all-comic show is also the best value as you get in for only $3 ($2 when you mention WIZARD), plus free parking! Besides comics from the 1940 s to this week, our dealers (from 6 states) also will be selling buying and trading non-sports cards, Japanimation videos, Mage Knight and other related collectibles Great give-aways every hour including $100 in show cash given away throughout the day good for any merchandise at the show! Special guests to be announced so visit your local comic shop for a flyer or call our hotline the weekend of the show for the latest update Contact Derek Woywood of Collectors Comics at 856-782-0817

TENNESSEE

MAY 26, KNOXVILLE

THE KNOXVILLE COMIC CON, Howard Johnson Plaza, 7621 Kingston Pike, across from West Town Mall, West Hills exit off interstate Dealer tables available, call for prices, $2 admission 10am-4pm. Featuring comics, non sports cards of all types, sci fi collectibles, action figures, Japanese Animation, toys, posters and more Hourly door prizes, contest and more to be announced For more information about the show call 865 558-8380 or 865-455-0896

VIRGINIA

MAY 6 & JUNE 3, MCLEAN/VIENNA (WASHINGTON, D.C. AREA)

MCLEAN/VIENNA(WASHINGTON D.C AREA) CAPITAL ASSOCIATES MONTHLY COMIC, TOY & CCG SHOW, location: Tysons Corner Holiday Inn, 1960 Chain Bridge Rd Directions Take exit 46 South (Route 123) off I-495, 1/4 mile, hotel is on right. (Directions call @ 703-893-2100) 80 vendor tables: 1st table @ $85, 2nd table @ $80, 3rd+ @ $75, $3 admission, children under 5 FREE, FREE parking, 10am-4pm Buy, Sell, Trade Gold, Silver & new comics, independents, anime CCG, toys, POKEMON, Star Wars Buffy, posters, t-shirts, original artwork, non-sports cards etc. Guests Call. Jeff Rocen @ 703-912-1993, http://members aol.com/comicshow & comicshow@aol com

WASHINGTON

JUNE 3, SEATTLE

SEATTLE COMICARD CONVENTION, Seattle Center Northwest Rooms, 101 Republican St.100 8ft tables @ $75 each. $5 Admission or $4 with canned food donations for NW Harvest 10am - 5pm Special Guest Artists Include Dan De Carlo (Creator, Josie & the Pussycats, Sabrina) Comics Golden Age, Silver & Present Pulps, Artwork, Pokémon, trading cards, Magic, action figures, toys Star Wars collectibles, videos movie memorabilia and other collectibles Free promotional items while supplies last. For information contact Steve Miner @ 425-774-1781 or write P O Box 55853, Seattle, WA 98155

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C.B.I.Q.

YOU THINK YOU'RE SO SMART...

He's the Pilgrim, the new, twisted anti-hero from the mind of Garth Ennis and the star of Black Bull's new five-issue mini-series, *Just a Pilgrim*. But how much do you know about comics' holiest bad boy?

1. FAST FOOD
What's the weirdest thing the Pilgrim ever ate?
A) Dog
B) Mutant dog
C) People

2. MAN'S BEST FRIEND
True or false: One of the Pilgrim's first victims is one of those little yip-yip dogs that bounce around like they're on a caffeine high.

3) AHOY, MATEY!
Aside from having hooks for both hands, two peg legs and being blind in both eyes, what's so special about the villainous pirate Castenado?

4. DAY AT THE BEACH
The storyline takes place on the arid, mutant-infested dust bowl floor of what ocean?

5. FAMOUS FACES
Just a Pilgrim artist Carlos Ezquerra is probably best know for co-creating what famous European hero?
A) Death's Head
B) Judge Dredd
C) Dr. Who
D) Benny Hill

6. ONE BANG
Shoot first, quote the Bible later. Pilgrim's futuristic gun is produced by what company?

7. CLOSE ENCOUNTER
One of the nomads under Pilgrim's protection is attacked by some horribly mutated tentacled beast and then dragged underground for...what?

ANSWERS 1. C, people. 2. True. 3. He has enhanced sonar. 4. Aquatic. 5. B, Judge Dredd. 6. Three Moments. 7. Mating.

FOR MORE PILGRIM, CHECK OUT *JUST A PILGRIM* #3, ON SALE MAY 16!

MORT OF THE MONTH

GUESS THE NAME AND ORIGIN OF THIS MONTH'S LOSER

A Dr. Martin Phillips, a prominent physicist, unknowingly created with his subconscious mind a faceless creature of pure thought that fed on energy, a creature known only as **THE INVISIBLE DESTROYER!**

When intergalactic peace officer Jamo Tharnn was rendered permanently invisible by space criminals, he used his frightening appearance to continue fighting alien menaces as **THE SPACE SPECTER!**

His physical body obliterated in an atomic explosion, Prof. Andrew Ridgeway kept his essence alive by sheer willpower and gained incredible powers from the explosion to become the menace known as **THE ATOMIC ASSASSIN!**

Realizing that his mutant power to turn invisible made him the perfect criminal, Cletus Maxwell turned to a life of evil. Too late did he realize that his costume was all too visible, and a hail of police bullets put an end to the short-lived career of **THE TRANSPARENT LEVELER!**

ANSWER: A, The Invisible Destroyer, who first appeared in *Showcase* (Vol. 1) #23

MORTOMETER

BULLPEN

LOOK BEHIND THE CURTAIN

FAT IS AS FAT DOES

BUFF DADDY Wizard's Pat McCallum as he appears on Bizarro world.

It will end in cross-dressing.

The time-honored Wizard Jelly Gauntlet has been thrown down, with weight loss and getting in shape being just one of the peripheral goals. "I just want to see Associate Editor Justin Jones in a dress," said Staff Writer and fellow jelly gladiator Mike Cotton. "In like, you know, a strictly heterosexual way. Stop staring at me!"

Wearing dresses? That's only part of the fun. Here's how it works: The four participants (Justin, Mike, Managing Editor Mel Caylo & E.I.C. Pat McCallum) have from April 1st to July 1st to lose the highest percentage of body fat. Fourth place will have to wash all the other participants cars in a dress, third place has to play errand boy to the winner for a week, second place has to take everyone out to lunch and first place reaps all the rewards (and goes down several pants size in the process).

So how are the combatants preparing for the contest? "I can't lose," a doughy Caylo had to say as the contest began. "If my dad sees me in a dress, I'm dead."

McCallum and Jones were both undergoing Stacker II enemas (the world's strongest fat burner! ™ & ©), and were unavailable for comment.

TAKING A WIZ

WIZARD'S X-MEN SPECTACULAR

May is "X-Men" month at Marvel, and this X-Men Spectacular Special Editionshowcases tons of X-related stuff, including a free preview comic, rejected character redesigns by Alex Ross and a Q&A with *New X-Men*'s Frank Quitely and Grant Morrison, and *Uncanny X-Men*'s Joe Casey and Ian Churchill.

On sale April 28 in comic shops
On sale May 8 everywhere

TOYFARE #47

ToyFare brings Tokyo to you. All the latest toys from Kubricks, Gundam, Transformers and Bandai are premiered, as well as many other cool happenings from Tokyo Toy Fair. In addition, this issue supplies a travel guide to places where every toy fan must go.

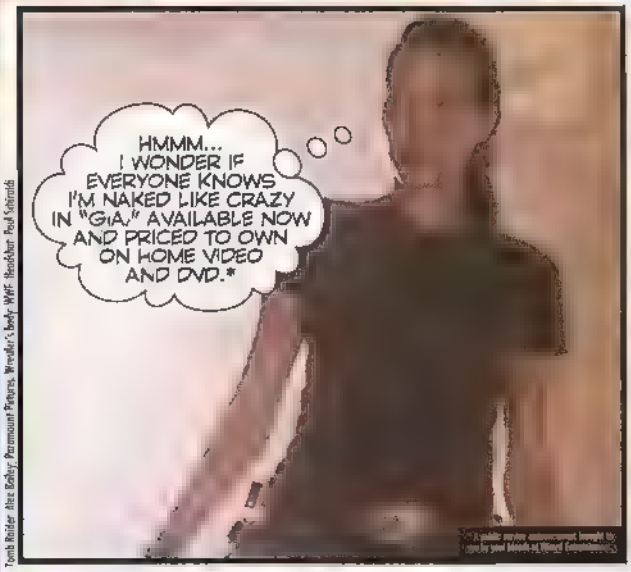
On sale May 9 in comic shops
On sale May 22 everywhere

INQUEST GAMER #74

The movie madness continues with this movie-themed issue featuring a "Tomb Raider" set visit and lots of info on upcoming films such as "Harry Potter," "Lord of the Rings," "Star Wars, Episode I," and "Planet of the Apes." Inquest also takes a look at the hot new Magic set *Apocalypse*. Learn all the strategies and check out the top ten cards of this set.

On sale May 2 in comic shops
On sale May 15 everywhere

NEXT ISSUE...



Tomb Raider: Alex Bailey; Paramount Pictures. Wrestler's body: WWF. Headshot: Paul Schmidt

CINEMATIC EXPLOSION

"X-Men" raised the bar for comic book movies, putting memories of such dreck like "Punisher" and "Captain America" to rest. Coming soon to theaters near you are a host of comic-related movies, such as "Jay and Silent Bob Strike Back," "Spider-Man," "Tomb Raider" (above) and a horde of others. Get the 4-1-1 on all your favorite upcoming comic-based movies here!

NEXT MONTH IN WIZARD #118

SUMMER HEATS UP

This summer comic season should be sizzlin', thanks to hot new comics and exciting revamps of some old favorites, including a new *Punisher* ongoing series, Humberto Ramos' *Out There*, Phil Jimenez's *Wonder Woman*, Joss Whedon's *Fray*, and an *X-Men* revamp just to name a few.

TAKIN' A SOJOURN

Get your first-ever look at CrossGen's latest book *Sojourn* by scribe Ron Marz and artist Greg Land in this awesome, five-page won't-see-it-anywhere-else comic preview!

NO FLASH IN THE PAN

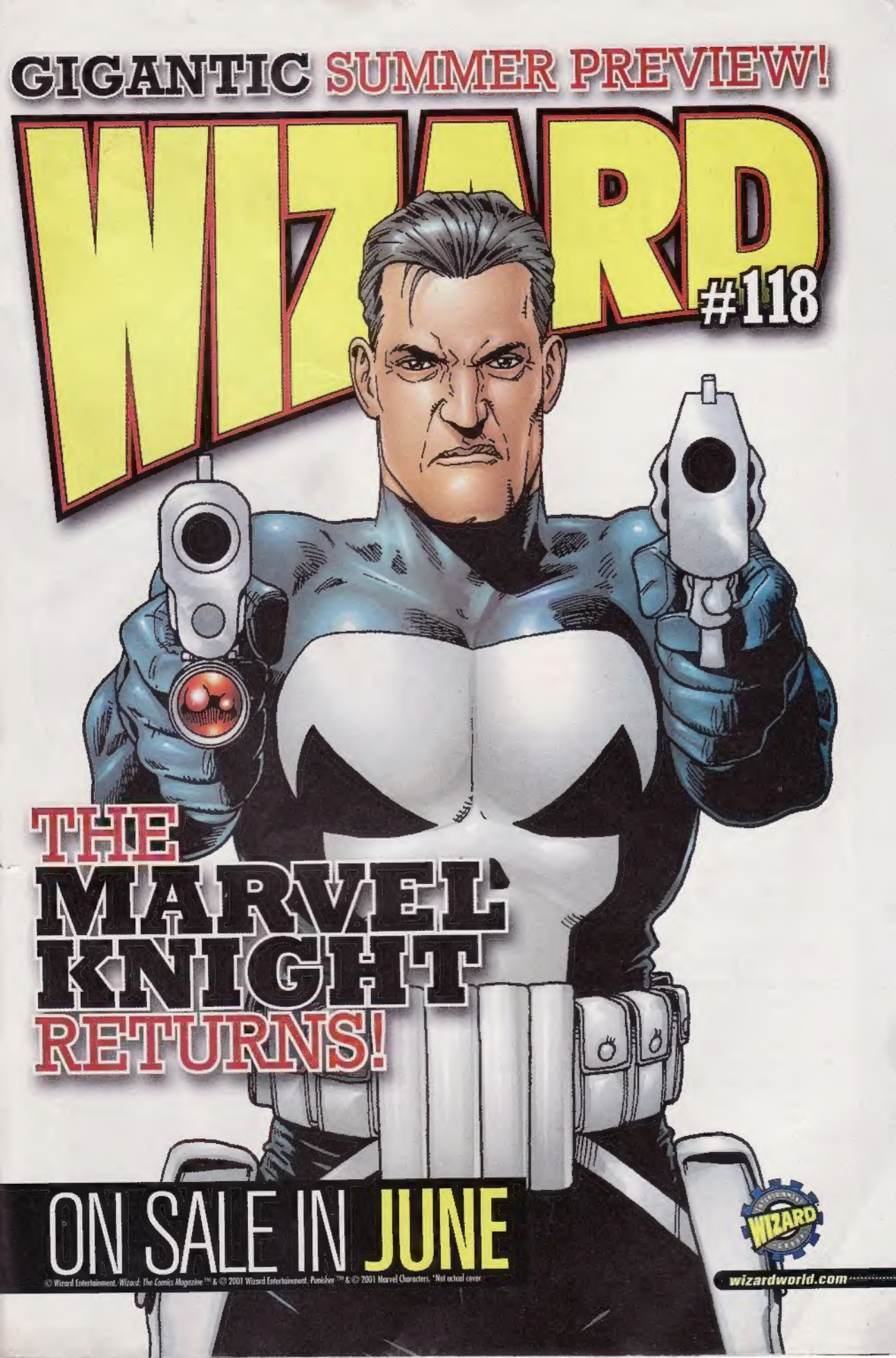
Scribe Geoff Johns not only writes two of the hottest books every month with DC's *JSA* and *The Flash*, he's got his finger on the Hollywood pulse–He's the right-hand man of director Richard Donner ("Superman," "Lethal Weapon") and a talented producer in his own right, with a film adaptation of Michael Crichton's *Timeline* in the works.

WIZARD #118

On sale May 30 in comic shops! On sale June 12 everywhere!

GIGANTIC SUMMER PREVIEW!

WIZARD #118



THE MARVEL KNIGHT RETURNS!

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THE HOTSEAT

This Month Featuring:

MARK WAID

WIZARD: So you've left *JLA* for **CrossGen**. I've heard people who work there say it's like joining a cult.
WAID: You mean like drink-the-Kool-Aid kind of cult? [*laughs*]

I'm just saying, I see a lot of matching outfits at conventions and Ron Marz has a really glazed-over look on his face.
Yeah, but he's always had that.

So, besides drug induced bliss and mind control, what's the best thing about working at CG?
There's the free beer in the fridge. I stay away from that while I work. I have been tempted though.

I bet. Speaking of temptation, what would you do with the powers of the Beyonder for five minutes?
I'd put myself on **"Temptation Island."** I'd rock those women's world!

Whoa, slow it down, my man. Speaking of bad habits, you've been known to play cards. What's your weirdest casino moment?
On the CBLDF cruise I got thrown out of the casino because of an altercation with a **manager**. I didn't really do anything wrong. I just...

Hey, I was there.
Did I do anything wrong? Did I call him any names?

You did call him some names. I think you called him an ass.
Well, he deserved it. He was an ass!

[*Laughs*] What about writing your phone number on comics for **hot chicks at conventions**, do you still do that?
Who doesn't?

That's a great racket. Ever had one go bad on you?
No, not really but I did get invited to a store signing once and there was no store.

Was it like "Pulp Fiction" where there's two guys, a gimp and lots of K-Y?
It wasn't quite that bad but two guys invited me to a signing but then told me they just wanted out hang out with their favorite writer. It was pretty scary. I locked myself in my hotel.

Damn, that's the most messed up thing I've ever heard.
Just imagine living through it. [*Laughs*]

■ MIKE COTTON

Zephyre: © CrossGen; Temptation Island: © 2000 Robert Dellaire-Phillip Caruso/© Universal City Studios, Inc.; Temptation courtesy Harris Publications; Mark Waid: Paul Sobrinski

ULTIMATE
MARVEL
ULTIMATE X-MEN #7: Wolverine's past revealed!
ULTIMATE X-MEN: Collecting the first six red-hot issues!
ULTIMATE MARVEL TEAM-UP #5: Spidey & Iron Man
ULTIMATE SPIDER-MAN #10: Collision with the Kingpin!

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